

WARHAMMER® THE HORUS HERESY®



Age of Darkness
RULEBOOK









“Of all the conflicts that have beset this Imperium of Mankind, it is the rebellion of the Warmaster Horus, the Horus Heresy, which has left the greatest scars upon its fabric. Even now, centuries after its end, when few save ancient and shrivelled creatures such as myself remember the horror of those dark years, men speak of it with awe. For those were the last days of legend, when the Emperor and his sons, the mighty Primarchs, strode forth to war, when the dominion of Mankind spread across the galaxy and none could challenge our might, the last days of a golden age long since consigned to dust by the actions of one man. It is the curse of history that few care to remember other than those fragments that exalt them, to relive those glory days endlessly while the present crumbles about them.”

From the final testament of Sulem Rei, historiarch of the Imperial Court,
presented to the High Lords of Terra circa 098.M32



WARHAMMER[®]

THE HORUS HERESY[®]



3RD EDITION RULES



Age of Darkness[™]

RULEBOOK

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Contents

AGE OF DARKNESS	8
CORE RULES	154
Wargaming Terminology	156
The Principles of Combat	164
Basic Principles	166
Characteristics	167
Model Types	174
Units	179
Key Actions	182
Attacks	192
Wounds	196
Advanced Principles	200
Tactical Statuses	201
Reactions	204
Psychic Abilities	211
Vehicles	216
Battlefield Terrain	234
The Rules of Battle	239
The Start Phase	240
The Movement Phase	242
The Shooting Phase	247
The Assault Phase	252
Challenge Sub-Phase	256
The End Phase	274
Battles in the Age of Darkness	276
Armies in the Age of Darkness	278
The Crusade Force Organisation Chart	284
Core Mission Pack	303
Armoury of the Age of Darkness	324
Core Special Rules	325
Psychic Disciplines	340
Index	348



"I never wanted this. I never wanted to unleash my Legions. Together we banished the ignorance of Old Night. But you betrayed me. You betrayed us all. You stole power from the gods and lied to your sons. Mankind has only one chance to prosper. If you will not seize it then I will. So let it be war. From the skies of Terra to the galactic rim. Let the seas boil, let the stars fall. Though it takes the last drop of my blood, I will see the galaxy freed once more. And if I cannot save it from your failure, father, then let the galaxy burn."

Warmaster Horus





THE HORUS HERESY

Age of Darkness

The book you hold in your hands is the start of your journey into the tumultuous 31st Millennium, when the wars of the Horus Heresy wracked the Imperium of Mankind – a dark age of death, destruction and betrayal.

The vast armies of the Imperium are sundered by the betrayal of the Warmaster Horus, who seeks to overthrow the Emperor and forge his own dark empire. Under the banner of Imperial Loyalists or the Traitors of Horus, the Space Marine Legions, Mechanicum Taghmata and endless hosts of the Imperial Army clash in a war that will reshape the galaxy.

The Horus Heresy – Age of Darkness game is part of a vast and evergrowing hobby, where the drama of Mankind's galaxy-spanning civil war provides endless opportunities for collecting, building, painting and gaming with armies of Forge World and Citadel models. From careful recreation of the detailed panoply and heraldry of the *Legiones Astartes*, to the organisation of exciting battles and campaigns for groups of like-minded friends or the creation of dioramas displaying iconic moments, the hobby provides a wealth of options.

COLLECTING CITADEL & FORGE WORLD MODELS

By far the most common way to engage with the Horus Heresy – Age of Darkness hobby is by collecting Citadel and Forge World Horus Heresy models, both individual heroes and small units for display, as well as grand armies for gaming. These models are bought as highly detailed resin or plastic sets, and require assembly before they can be used for gaming or display, and while basic assembly is a simple matter, there are a number of more advanced techniques and styles which can be applied. From magnetised weapons for easy replacement to converting parts to create new poses for figures, there are many ways to customise your collection and make it unique.

PAINTING HORUS HERESY ARMIES

Though supplied as unpainted resin or plastic pieces, most hobbyists will paint their model collections. A well-painted army, whether a detailed reproduction of an iconic heraldry or a unique creation, brings a collection to life. Just as with building your Forge World and Citadel models, there is a vast wealth of techniques and styles of painting.

THE LEGEND OF THE HORUS HERESY

As well as collecting and painting models, the Horus Heresy can also be enjoyed through the interwoven saga that is told in other campaign books as well as

the various novels published by Black Library. With an epic narrative that sets the foundation of the Warhammer 40,000 universe and the dark Imperium of later millennia, the Horus Heresy and the battles and campaigns that make it up have entertained hobbyists for years. There is much enjoyment to be found in tracing the entangled threads of the various heroes and armies who fought to save or damn the Imperium, and a great deal of secrets and surprises to be discovered. These books are also an excellent source of inspiration for modellers and painters, providing a wealth of material on which to base heraldry, iconography and unique characters.

This book is divided into three sections, which when taken together form the three pillars of the hobby: background, rules and gaming.

The Age of the Emperor: The opening section of the book sets the scene for the devastating galactic civil war that future generations will call the Horus Heresy. It provides an overview of the Imperium as it stood on the eve of war, along with a galactic map of the Imperium of Mankind. Each of the main factions that fought in the Horus Heresy are detailed, along with background information and example colour schemes and heraldry. Lastly, a comprehensive timeline of the Age of Darkness is provided, taking in the grand sweep of events from the very earliest betrayals through to the bitter Siege of Terra and the climactic duel between the Emperor and his traitorous son Horus.

The Rules: This section of the book provides all you need to know to play a game of The Horus Heresy – Age of Darkness, detailing everything from the turn sequence to special rules. Also covered later in the book are the rules for selecting an army, the Core Missions used to resolve a battle and a host of advice on collecting an army for use in the Age of Darkness.

Gaming in the Age of Darkness: The final section of the book takes a look at the broader sweep of the hobby, talking about the different ways in which the game can be played, how armies may be collected and what types of battlefield might be appropriate for games set during the Horus Heresy. The Army Showcase presents two collections, each demonstrating an army that players can aspire to match.

The rulebook is only the start however, with an entire range of expansions available...

Army Lists: The only things not found in the rulebook are the army lists from which players select the units for their armies and which present the profiles, wargear and special rules for those units all in one place. Had we tried to squeeze these into this book it would have been more than twice the current size, so they are to be found in the range of 'Liber' books available separately. These books present army lists for both Loyalist and Traitor Space Marine Legions, the myriad forces of the Mechanicum, the Solar Auxilia, the Custodes and many more besides.

Campaign Books: Although Horus Heresy – Age of Darkness games can be played in a range of styles, from one-off competitive tournaments to pre-planned, interlinked battles, what binds all these styles together is an incredibly rich, deep and compelling background story, which begins with the fall of Warmaster Horus and ultimately ends with the Siege of Terra and the terrible events that occurred at its conclusion. Therefore, the game is accompanied by a range of campaign books, each detailing one of the many confrontations that took place during the period, alongside special characters, units, scenarios and campaign options. Many of these confrontations will be well known to veteran players, others however will be entirely new, revealing in detail events previously mentioned in obscure references or short entries on an Age of Darkness timeline.

These and other supplements, expansions and boxed sets will provide players with a wealth of options, no matter what faction or style of play they prefer.

The Age of the Emperor

To understand the tragedy of the Horus Heresy, it is first vital to understand what came before it – both the shifting, tenebrous millennia of strife and the too-brief, shining centuries in which the Emperor walked amongst his subjects and dispelled the darkness.







OLD EARTH

Three hundred centuries ago, Mankind first left the polluted, used-up carcass of Old Earth for the unknown bounties and perils beyond the skies of our birth world. In those forgotten early years, it is unknown what enemies and trials humanity overcame in our uncaring universe to not only survive, but thrive and forge a domain amongst the stars. Colonies spread across our galaxy so that humanity was scattered across a million worlds and found treasures and horrors uncounted. Mankind's mastery

ascended to an almost unimaginable zenith, and at its heart lay a resurgent Earth. The promised wonders of our species' earliest ambitions were made manifest, and our application and control of the sciences was unparalleled. Humanity reached its pinnacle, raised up by the miracles of technology which it wrought, reshaping uncounted worlds in the vision of distant Old Earth. The legends which remain of that lost realm of ancient human empires speak of a galaxy of plenty, filled with opportunity, culture, technological progress and wonder.

THE DARK AGE OF TECHNOLOGY

In the heights of those times, lost to all but supposition and myth, humanity made itself as unto gods; able to harness the power of the stars, and fashion servants from clay and iron and give them counterfeit-life to do their bidding. Unfortunately, this era of advancement was not to last, for Mankind fell prey to its own sciences. Mankind's Golden Age failed; wherein the promised wisdom of science and technology did not elevate Mankind to the divine, but rather smote it for the consequences of its reckless excesses and ambitions untempered by reason. Martian-Terran wars of terrible destruction ensued, and the beautiful, animate tools which Mankind had created and so coveted were corrupted and turned upon all humanity. Horrors were perpetrated to possess meagre resources all but depleted from the earlier age of prosperity, and greed and hubris saw fearsome, ancient weapons unleashed that risked our species' very annihilation. Such were the terrors of this time that death could cross vast distances of space, coming unexpected and uninvited to consume entire worlds. This was the Dark Age of Technology, and for millennia it reigned.

THE AGE OF STRIFE

Mankind's first empire would fall into bloody ruin, isolation and ignorance. The terrible period of history that followed is officially named the Age of Strife, although it has another name, whispered only fearfully: Old Night. During the darkness of Old Night, humanity experienced naught but nightmare and predation for over five thousand years. During this time, the worlds of Mankind were isolated by searing warp storms that made interstellar travel virtually impossible, and Ancient Terra was totally cut off from its colonies and allies. Across the galaxy human worlds, bereft of central authority or protection, and with the web of support and supply that had maintained the threads of civilisation cut, fell into anarchy and war. Human civilisation was torn apart as local factions and new empires fought for control in the shattered realm while others, utterly cut off from aid, succumbed to the horrors of planet-wide famine, insanity and worse – the perils of the Warp.

The existence of warp creatures and the dangers they posed to the human mind were then barely understood. On worlds with large concentrations of emergent psykers, the entities from beyond were able to breach the barrier between the Immaterium and corporeal reality, and it cannot be known or guessed how many worlds were ravaged or swallowed whole by their incursions. As human civilisation fragmented, hundreds of xenos races and enemies unknown seized their chance for revenge on humanity for its past conquests, or to plunder unprotected worlds and enslave their populations.

Hundreds more human-inhabited star systems were sacked and ravaged, their peoples slaughtered, mutilated or abducted. Those that survived the alien onslaught rapidly reverted to barbarism, stripped of civilisation, knowledge and culture in the raw battle to endure. Humanity stood on the brink of total extinction and endless night gathered round its children. Alone and beset by internal strife, famine and plague, under incessant attack by aliens and facing the horrors of warp incursions, the human worlds that survived were pitiable shadows of what they once had been. It was to become an age when Mankind's dead far outnumbered its living.

Shorn of its galactic empire, Ancient Terra could not sustain itself. Protracted internecine wars emptied Old Earth's terrible arsenals of radiological weaponry, killing untold billions, destroying its ancient power structures and boiling off the last of its oceans. In their aftermath, the planet became a lawless battleground, little more than a blasted desert dotted with ruins, its people reduced to the level of brute savages fighting over the scarce water and untainted land which remained. Old Earth expired entirely, all of its ancient knowledge lost and its cities torn down, and where it once stood, instead reigned a world of savagery and horror, the equal of any brought to ruin in the Age of Strife.

Long before left parlous and polluted, generations of war made Terra a wasteland punctuated by fortified holdfasts built amid the wreckage of lost civilisations, and its inhabitants a mass of degenerate, feral nomads. Insane prophets, cyber-augmented butcher-kings, vivisector-warlords and religious demagogues led the warring tribes of Ancient Earth, and the world was wracked by incessant conflict as one tyrant displaced another. Petty empires rose and disintegrated; tribes formed, were destroyed and re-formed as diminishing, brutalised shadows of lost glories and forgotten triumphs. Uncounted billions died unknown and unremembered, while whispered names such as the Unspeakable King and the Seven Neverborn left legends to terrify generations to come. Anarchy and bloodshed was lord over all.

For those few with time enough to spare thought to such matters, it would have seemed as if there were no hope and no help – the end times were at hand, and a slow bitter descent into destruction was all that any could see as humanity's future. Many succumbed to despair, believing no force imaginable could save Mankind and free it from its hellish bondage. But they would be proved wrong.



THE UNIFICATION WARS

From out of this seemingly endless cycle of violence and doom a leader emerged – a warlord more powerful than any before him. He was the Emperor and his power lay in his rationality and foresight, and his mastery of science was as unequalled as his might as a warrior, although few suspected the true range of his powers and abilities. The Emperor conquered great swathes of Old Earth, and those that would not join Him he destroyed, but his was a conquest not merely born of blood and ambition, but a higher calling. Where his dominion reigned, the idols of fear and blind faith were cast down, and order and rationality were raised up in their place. Under his rulership, humanity would be restored, intellectually, spiritually and physically to the heights it had once known, and the shackles of darkness cast aside.

It was not enough merely to secure military victory, however; the betterment and restoration of humanity required more. So it was that even before victory on

Ancient Terra had been achieved, the Emperor and those learned souls he had gathered to Him started to experiment with genetics. This was done first and foremost to stabilise the population and to recreate the race of Mankind as it was before the radiation storms and generations of viral and alchemical weapons had wracked the planet. Secondly, the creation of genetically-augmented superhuman fighters that had begun with the Thunder Warriors continued apace into newer, more powerful creations, ultimately leading to the genesis of what would later become known as the Space Marine Legions.

These were the days of the Unification Wars, in which the remaining tyrants of Ancient Earth – Kalagann of Ursh, Narthan Dume and others just as bloody-handed – were at last cast down. The Emperor commanded superior armies of genetically enhanced warriors, such as his Thunder Legions, the nascent *Legiones Astartes*, and the *Legio Custodes* (the Emperor's guardians, who were few



in number but peerless in might). The war continued without relent until, finally, all of Old Earth's techno-barbarian factions and fractured city-states pledged the Emperor fealty and, at last, Terra was unified for the first time in many millennia.

Alongside this ascendancy would come a rebirth of civilisation and government with the Emperor founding an all-embracing civil administration to reorder and rebuild his world, and concentrate such learning and knowledge that could be salvaged from the dust of ages in houses of learning and education. The unification of Terra would only be the start.

THE DAWN OF IMPERIUM

Understanding that no one mortal, even one such as he, could rule alone, the Emperor formed his War Council, comprised of his most able generals and a number of high-ranking administrators, the most formidable of which was Malcador, known as the Sigillite. Malcador was not a

warrior but a man of learning with the bearing of a priest. His origins unknown to all save perhaps the Emperor, to whom some said he was kin, Malcador was appointed to run the Emperor's Palace and Imperial Court, and through this managed the administration of newly-conquered Terra as his master's left hand. Where Terra had been a place of unending war, it now became a place of unceasing activity, production and planning.

Just as the conquest of Old Earth was complete, a mighty and unforeseen cosmic event occurred. A massive shock wave blasted across the Immaterium, clearing the warp storms that had plunged the galaxy into tumult and raged for millennia. It seemed to some divine providence, fuelling the beliefs of those that considered the Emperor to be himself divine (no matter how much he decried this claim). The way to the galaxy was now open and the Emperor's armies would now be able to take to the stars, with the other planets of Terra's solar system the first step upon the road. The Great Crusade had begun.



LORDS OF THE RED PLANET

For thousands of years, the planet of Mars has been ruled by the strange and mysterious caste of Tech-Priests known as the Mechanicum or the 'Cult Mechanicus', who formed a technocratic parliament of feudal overlords. This religious sect rose to dominance on Mars during the early centuries of the Age of Strife and, through the Machine Cult, Mars had evolved a strong culture and ordered civilisation based around worship of their 'Machine God' (or Omnissiah as it is also known). To the Priesthood of Mars, science and technology were matters of sacred mysteries and arcane religion; matters not only of reason and experiment but of vital ritual and ceremony. The Mechanicum's sacred duty was to maintain, venerate and reacquire the techno-arcana of ages past – a creed that had arisen on a planet which had been a technological powerhouse in the dark age that had gone before, and given its rad-scoured barrens, where technology had offered the only hope of survival.

When the warp storms flared and Mankind began its dreadful period of isolation, Mars had also suffered the same fate as the other worlds of humanity. The Red Planet was sundered from its colonies, the thrall-Navigators that had been based there no longer able to chart a safe course through the Warp, and Mars itself was lost amid a solar system descending into a civil war of collapsing societies, anarchy and bloodshed. Mars suffered just as Ancient Earth did and in some measures worse, without sufficient food or water to sustain its population, famine and war swiftly followed, worsening as through damage and neglect planetary radiation shields and macro-industrial plants failed and poisoned the planet further, murdering what fragile artificial ecosystem had been sustained over the millennia. By the time the Mechanicum rose from their bunkers to wrest control from the scattered cannibal, rad-mutated creatures and half-insane automata and false-minds that haunted the benighted surface, they had evolved from a cult dedicated to survival by the recovery of technology to a fully-fledged techno-mystic faith. Under the control of the Mechanicum's feudal Tech-Priest overlords order was restored, the rad-shields repaired and great machine-temples rose up turning out materials and machinery, synthetic food and oxygen, and Mars was rebuilt in the image of their inhuman god-construct.

DEUS EX MECHANICUS

Long before the Emperor reunited Terra under his standard, Mars stood as one under the auspices of the Omnissiah. When it looked out across the solar system and sent ships to its spheres, it found nothing but chaos, threat and savagery. The Martian magi concentrated their attentions on Old Earth, ancient seat of humanity's power, and looked on it with both hunger and fear. They knew that the world harboured many secrets and that some of the warring barbarians of Ancient Earth would be able to glean these and use them for themselves, perhaps one day falling upon Mars in their savagery. So it was that the Tech-Priests became bitter foes of

the techno-barbarian tribes and shifting cast of murderous tyrants that held sway over portions of Old Earth. For centuries, they sought to plunder and steal what technologies they could, but they were also fixated with the fate that had befallen the wider human galaxy. To this end, they periodically dispatched great vessels into the Warp in the hope that some clues would be found and to colonise and restore what ancient domains of humanity as could be recovered. These were the first Explorator fleets of Mars and over the centuries hundreds of such expeditions went out blindly into the dark stars, prey to the tumult in the Warp. Some founded new colonies – the sundered worlds – that were to become the Forge Worlds in time as they were reunited with their lost kin during the Imperium's expansion, but many were simply lost.

When the Emperor unified Terra, the Lords of Mars scrutinised unfolding events with envious eyes, and some among them recognised a kindred spirit – the Emperor was to them a man of science who valued the machine and technological advancement, while others saw only a deadly new power to be feared. As word filtered back to Mars of the Emperor's superhuman achievements, some Tech-Priests even began to equate the Emperor with their own Machine God in fulfilment of ancient prophesies, and debate raged on Mars as to whether to treat the Emperor as saviour or enemy. Such facts the Emperor was not ignorant of, for he too had watched the Red Planet from afar and made his plans accordingly.

Mindful of the diplomatic opening the Mechanicum's beliefs afforded, and the vast strategic difficulties and destruction to his own forces any (and by no means certain) attempt to take Mars by force would entail, the Emperor sought a negotiated alliance with the Mechanicum Parliament. In return for supplying materiel for his armies and building a mighty war fleet for his crusade to the stars, the Emperor promised to protect the Tech-Priests and respect the sovereignty of their Forge Worlds across the galaxy, affording them a level of independence unequalled within the Imperium. Furthermore, the Emperor gave to the service of the Mechanicum six of the Houses of the Navigators to replace their long dead thrall-Navigators, so that their ships might once again travel safely through the Warp. Given such an incentive Mars assented to an alliance, although not without some bloody internal strife over the matter. The alliance was sealed and the Mechanicum's ambassador to Terra – the powerful Fabricator General who spoke for the Martian Parliament – was respectfully given a seat on the War Council of the Great Crusade. Access to the giant factories of Mars enabled the Emperor to vastly increase the power of his Legions with improved wargear and supply, and in addition the Tech-Priests of Mars lent their arts to the construction of the massive warp-capable battleships that could transport the Emperor's Legions across the galaxy, and provided the mighty city-crushing war machines known as titans to the ever-expanding Imperial military.

THE GREAT CRUSADE

Where Terra had once been a realm of unending war, it now became a place of unceasing activity, production and planning, for it was the Emperor's great cause not simply to bring Terra once more to the light of prosperity and order, but to liberate the unimaginably vast and scattered worlds of humanity from the darkness and reunite them into a single Imperium of Mankind. The Great Crusade was a mammoth operation on an inconceivable scale and complexity involving billions of troops and tens of thousands of ships, and only a mind such as the Emperor's could have had a hope of successfully comprehending and executing it. Hundreds of thousands of human worlds needed to be saved, and as many more alien or otherwise hazardous worlds ravaged if the so-called 'Pax Imperialis' (Imperial Peace), was to be brought into being across the galaxy.

With Mars now part of the Imperium, the Great Crusade could begin. The solar system was the first region of space to be conquered by the Emperor and his newly rearmed and re-equipped Space Marine Legions. Alien invaders were flushed from the moons of Saturn and Jupiter, and their wretched enslaved human inhabitants repatriated to Terra. The once-human creatures of the Neptunian Deeps were exterminated without mercy, and the baleful false-world of Sedna at Sol's edge-light was boiled away to vapour under the guns of the newly-forged war fleet. The next step was to conquer the stars beyond.

In order to manifest this conquest, the Imperium's forces were divided up into an expanding and frequently reconfigured series of Expeditionary fleets – semi-autonomous battle groups assigned to voyage the stars, map the darkness of the void and make war in the Emperor's name. They were composed in chief of a bewildering array of void ships great and small, from battleships and war cruisers to Mechanicum arks, provender barques and colossal troop transports, and countless lesser escorts, drop ships, pathfinders and scouts. The paths of these fleets were dictated both in general by the Emperor and his War Council, but also at the will of their commanders who were entrusted to seek out the enslaved and destroy the alien under their own cognisance.

Their passages were dictated by many factors: apocryphal lore left over from Dark Age vaults as to where the great colonies of old might be found, the prognostications of the Tech-Priests of Mars and the Savant-scholars of Terra, and the reports of that rare and infamous breed of Rogue Traders given license to run before the fleets as birds of ill-omen before a storm, as well as myth, rumour and legend.



IMPERIAL MIGHT

The expanding Space Marine Legions were the spearhead of the Imperium's military might; the killing edge against which the strength of a foe was broken and which toppled empires by ripping out their heart. Alongside them was the Imperial Army: hundreds of regiments of human troops drawn from Terra and also from conquered worlds, serving in a support capacity and holding ground conquered by the Space Marines. Where the Legions were not available, the elite expeditionary arm of the Imperial Army – the Solar Auxilia – stood in their stead, weight of numbers their chief advantage. Just as vital were the war machines supplied by the Mechanicum and their Forge Worlds, foremost amongst these were their legions of battle-automata and the mighty Legios Titanica.

The Great Crusade was a mission to free humanity from the aliens and warp creatures that had nearly destroyed it. World after world was reconquered and made part of the Imperium. This was called achieving 'Compliance' with the Imperial Truth, the rational, secular belief of the Imperium. Such integration was reached with diplomacy and the promise of a better future and a wider connection with a galactic human society where possible, and by force of arms where not. Tyrants were broken, the falsities of religion and dogma forbidden, and to humankind mercy was shown where it had not become irrevocably tainted or changed.

For the alien there was no such mercy, and xenos oppressors were routed or annihilated in a series of epic wars, which freed billions of enslaved humans. In every corner of the void the brute scourge of the alien was found, and everywhere it was confronted and routed. Ancient xenos empires were met with death and destruction.

Lesser species were exterminated without pity or remorse, and those too strange or unnatural to be bested in conventional warfare were instead contained or driven into the outer darkness. The Great Crusade did not shirk from this dire task. Where planets were encountered that had become infected with warp creatures and the barriers of reality slashed open, those worlds were cleansed with powerful virus bombs and vortex missiles in apocalyptic orbital barrages designed to slay the living and seal the breach – this act of sanction, known as 'Exterminatus', was never undertaken lightly.

During the Great Crusade the Primarchs, the Emperor's gene-forged sons that were scattered by an unknown cataclysm at their birth, were reunited with their gene-father. These the Emperor set to his cause, granting each a Legion to command, and using the planets on which the Primarchs had been raised as their Legion's home. These worlds were heavily fortified and developed, and the Primarchs were given fiefdom over them. The Legion home worlds, along with a handful of other strategically vital planets, such as staging posts and fortress worlds, became lynchpins of the Great Crusade as it moved further from Terra and direct central command and coordination became ever more difficult. Furthermore, the logistical task of supplying the Great Crusade fleets would have been impossible without the great re-forging of the Mechanicum, by which the Martian power brought back into the fold its sundered Forge Worlds and colonies that were scattered the breadth of the galaxy during the Age of Strife. Each of these Forge Worlds created more void ships and arms, and accelerated the pace of the Great Crusade until its outer expanse was almost autonomous of Terra, carrying it to the verges of the galaxy and beyond.

THE FORGOTTEN AND THE PURGED

The histories of the Imperium recount the titles and ordinal numbers of eighteen Legiones Astartes, each of which carved its legacy across the galaxy in glory or in infamy. Yet twenty Primarchs were created in the Emperor's gene-labs, and twenty Legions were loosed from Terra at the outset of the Great Crusade to reclaim the lost worlds of humanity. The two so-called 'Lost Legions' were all but unknown by the time of the Horus Heresy, their names and those of their Primarchs erased from history, and, so it said, from the minds of many who must surely have served at their sides. How the scales of history might have been tipped had either or both been present to participate in the calamitous events of the Age of Darkness, none can say.

THE LORDS OF THE IMPERIUM

The War Council was the ruling body of the Imperium during the Great Crusade and through it the Emperor's law was brought to hundreds of thousands of human worlds. The Emperor sat at the head of the Council; at his left hand was Malcador and with them were the greatest of his Unification Wars generals and accomplished administrators from the ruling dynasties of Terra and the Sol System. When the Emperor made his alliance with Mars, the Fabricator General of the Mechanicum was also granted a seat. Supporting the Council was a clade of Astropaths who provided communication between the members since it became increasingly impractical for the group to physically assemble given the size of the growing Imperium and the inherent difficulties of travel through the Warp.

Conquered worlds were given new governors. Many were Imperial commanders rewarded for their service by being given a planet to rule in the Emperor's name, while others were the indigenous rulers of worlds who had bent the knee to the Emperor and had been rewarded for their wisdom. Imperial governors were masters of their worlds, but operated within clearly defined strictures of Imperial Law, and possessed important responsibilities. First of all, they were to uphold the Imperial Truth and second to provide tithe to the wider Imperium by way of supplying troops

and resources as called upon as well as provide shelter and succour for the Emperor's armies and fleets. Importantly, it was their responsibility to cleanse their population of grievous mutation and, specifically, psykers. Each was told to expect great black ships to visit their worlds and carry psykers away to Terra, and these ships were not to be denied upon pain of planetary extinction. This great endeavour was called the Imperial Tithe.

As the Great Crusade progressed, joined to the War Council, if not granted the elevation of joining it, were an inevitably widening vortex of admirals and commanders, generals, sector governors and ministers of state. Below these were advocates and technocrats responsible for control of far-flung administrative systems and world-regimes with chains of supply and distribution whose scale beggared belief. Each of the Primarchs was given a seat on the War Council, as was the Chief of the Legio Custodes Constantin Valdor, but such men were creatures of war not politics and largely remained aloof from matters of governance that did not serve the prosecution of the Great Crusade. As the years became decades, some of the baseline human council members died in war, or through simple old age or infirmity and were replaced only irregularly. So it was that increasingly beyond the ultimate authority of the Emperor himself, Malcador the Sigillite, the unnaturally



long-lived and razor-minded Imperial Regent, proved the only individual capable of managing the minutiae of this vast Imperium, becoming over time both overseer of the Imperial Tithe and overall chief of the Imperial Administration.

At the end of nearly two centuries of war, the Primarchs were all united with their Legions and millions of human worlds had been restored to the fold. The alien had been smashed and driven to the edges of the galactic fringes or contained within dead voids devoid of human colonisation to be slowly annihilated at the Emperor's pleasure. The power of the Imperium was at its zenith, and the Great Crusade was reaching its conclusion. There appeared to be no-one and nothing remaining that could threaten the fruition of the Emperor's grand design.

APOTHEOSIS

After a series of glorious victories that marked the culmination of the Imperium's expansion, the Emperor decided it was time for Him to withdraw from the Great Crusade and return to Terra, to set in motion the next stage of his great plan to save humanity. He had every confidence in his sons, the Primarchs, to prosecute the Great Crusade to its end. The Primarchs and their Legions had proved themselves time and again, and soon the galaxy would be utterly cleansed of the alien and other threats to the worlds of Mankind.

At a great triumph on Ullanor, once the centre of the last great xenos empire to threaten the Segmentum Solar, the Emperor bestowed upon the Primarch Horus Lupercal the title of Warmaster and ceded to him control of all of the Imperium's military forces in the Emperor's stead. The other Primarchs were then instructed to follow Horus and obey him and to finish their mission. There was disquiet amongst the Primarchs; several were dismayed that the Emperor would no longer be fighting at their side and some even whispered that they had been set aside like tools whose usefulness was at an end. However the Emperor was adamant in his decision. Departing, the Emperor returned to Terra and his great Palace and began his greatest work under a veil of secrecy. He drew to him certain advisors and retired to the private vaults of his city-fortress. Horus, meanwhile, set about his new duties with relish.

He immediately despatched messengers to the other Primarchs in order to make plans for the resolution of the Great Crusade with almost feverish haste, knowing that while some would welcome his new rank and authority, others would be at best indifferent and at worse resentful of them. Horus spoke to each Primarch in turn, both in private and in public, before an assembly of the Legions, and the Warmaster promised them victory – he promised them that he would never fail in his command and never leave them leaderless while breath remained in his body.





The Imperium of Mankind

The Imperium at the dark advent of the Horus Heresy was a colossal organisation comprising trillions of souls on uncountable worlds, and aboard thousands of spacefaring fleets. Its organisation and governance fell to a myriad of bodies and, though all power stemmed from the Emperor on Terra, decision making was ultimately devolved due to the unreliable nature of communications and logistics over unpredictable spans of time and space. To truly understand the Imperium one must first understand the underlying conditions and complications inherent to the function of a galaxy-spanning empire, and the nature of the powerful bodies responsible for the nearly impossible bureaucratic task of maintaining order within it.

THE IMPERIAL TRUTH

The Imperial Truth was the rational, atheist philosophy that guided the Emperor's conquest of Old Earth and the formation of the Imperium through the Great Crusade. At its heart, the Imperial Truth held that the universe was rational, that knowledge defeated fear and brought freedom from the terrors of Old Night. With this assertion went the denial of the irrational and the superstitious, as well as the abandoning of faith in powers and principles beyond the knowable. In the unified Terra and Imperium of Mankind, there could be no mysteries of the soul, no sorcery and no gods. Those who clung to their ignorance were cast down, their lies silenced. If Mankind was to survive its rebirth, it could not tolerate the delusions of the past. With a foundation built upon the tenets of the Imperial Truth, Mankind achieved greatness, and though it was not destined to last, humanity was briefly elevated in glory to become the dominant species of the galaxy.

At the heart of this doctrine of enlightenment was a great but necessary lie; it concealed that the Warp is alive with malignant sentience, the very essence of which is supernatural. Indeed, the unquiet spirits which reside in the Warp sate themselves upon the souls of mortals. The Emperor hid this truth from his subjects to protect them with the shield of ignorance, but in time the secret truth behind the lie spread and laid the foundations of the horrors to follow.

THE WARP

The Warp, also known as the Immaterium, the Sea of Souls or, to the un-sane, as the Realm of Chaos, is a parallel dimension of exotic energy that co-exists with reality; as both its reflection and an essence which permeates it invisibly. It is a roiling, howling maelstrom of force and energy, utterly unpredictable and not subject to rational laws such as the linear flow of time. It is a shifting realm subject to massive vortexes that disrupt its fabric and reverberate across its fathomless depths. Within it dwell strange and terrible inhabitants, and to gaze into the substance of the unfiltered Warp is death.

Long ago, humanity learned of this realm and how to manipulate it, and found that they could project vessels through its depths and have them emerge quickly into realspace across vast distances that even at light speed would have taken generations to accomplish. Such travel is highly dangerous, and only relatively short jumps (although still many light years in span) can be attempted with any margin of safety in the complex and inconsistent tides of the Warp. Ships attempting long journeys often end up wildly off-course, lost permanently within the Immaterium's complex weave or simply shredded to flinders. Furthermore, such vessels may suffer bizarre time shifts, aging their passengers to dust or arriving years after – or even years before – they had originally planned. Warp storms and other disturbances

can also block navigation completely, cutting worlds and sometimes entire regions of space off for days, weeks or centuries. During the Age of Strife, massive warp storms shook the entire Immaterium, preventing any long range inter-stellar navigation for millennia.



THE PSYKER PARADOX

Psykers are sentient beings who can harness or manipulate the Warp. The Emperor is the first and greatest of all human psykers, but there are psychically able people in every human culture and on every world throughout the galaxy, and to every generation yet more psykers are born. Many of these people possess only minor, apparently harmless, talents and a scant few preternatural power that sets them apart, but regardless of its measure all psychic abilities come at a price. Some psykers are driven mad by precognitive dreams and visions. Others find their talents uncontrollable and wreak terrible damage on themselves and the people around them, and at worse become living conduits to the Warp and its nightmarish denizens – and by doing so perhaps doom an entire world. Because of this, many psykers are treated as witches and executed or banished into exile, and the Imperium organises the Tithe of the Black Ships to round them up and control their danger. Stringent testing upon the Black Ships ensures dangerous psykers can be dealt with permanently, while those more stable are apportioned to various Imperial organisations under a 'Sanction' of strength. The rarest and most powerful find themselves in the employ of secret Imperial organisations whose shroud of mystery still holds fast.

The paradox of the psyker was that while a pressing danger to humanity, their presence was utterly vital to the pursuit of the Great Crusade. On a practical level, this was embodied by the Emperor and, most widely and vitally, by the bloodlines of the Navigators who facilitate long-range warp travel, and the Astropaths that make interstellar communication possible.

THE ASTRONOMICAN

The majority of psykers are sent to the Emperor's Palace to undergo the 'Soul Binding' ritual that renders them into Astropaths. These are specially-trained and controlled psykers who are capable of communicating with others of their kind, through the Warp, over vast inter-stellar distances. They enable inhabited worlds, many light years apart in physical terms, to act as one realm, and bind the fledgling Imperium to Terra and its worlds to each other as one domain. Due to the nature of the Warp, their messages must be transferred in the form of allegory or metaphorical dreams, and the Astropaths and their handlers are responsible for the difficult task of deciphering such communications.

At the centre of the Great Crusade was the creation of the Astronomican on Terra. This was a grand choir of Astropaths that made the Imperium possible, for it acted as a psychic navigational beacon – a fixed point in the Warp – that could guide the Imperium's warp-bound vessels safely through the raging depths of the Sea of Souls.

NAVIGATORS

The Navigators are an ancient mutated (or perhaps designed) psyker-strain of humankind whose very existence facilitates warp travel. Clannish and insular, they have lived amongst humans since before the Age of Strife and during those nightmarish times dwindled almost to extinction. Their Houses gathered to join the Emperor after his conquest of Terra.

Psykers of all kinds use the Warp to empower their gifts, but only Navigators are uniquely adapted to gaze into its depths. Navigators are genetically empowered to see into the Warp directly without risking instant insanity or death, and hence can guide a vessel as it attempts to plot a course in that otherworldly dimension. A human ship without a Navigator cannot hope to travel far without quickly being lost in the maelstrom and destroyed. Even so, a Navigator's natural ability only enables them to chart relatively short journeys through the Warp with any degree of certainty, particularly where the Immaterium is in tumult. However, the Navigators' range was greatly expanded due to the Astronomican – its light cuts through the Warp's insane modulations and frequencies, allowing them to use it when plotting journeys to more accurately traverse the void than would ever have been conceivable before.

THE EDICT OF NIKAEA

Strong psykers uncovered in youth were taken by the Space Marine Legions to be trained in an attempt to create Space Marine battle psykers – warriors who would wield terrifying power in the name of all humanity. Many Legions supported the so called 'Librarius Project', in particular the XVth Legion, the Thousand Sons, whose gene-seed granted almost all of its warriors and its Primarch a significant degree of psychic ability.

However, some bodies of the Imperium suspected the project to be a fount of dangerous 'sorcery', and it was feared any misuse of such power could bring calamity down upon the fledgling Imperium; fears that were supported by the dire histories of Old Night. Over long decades, such suspicions grew until, in the final days of the Great Crusade, the Emperor held court on Nikaea. There he chose to rule against the continued use of psychic powers within the Legiones Astartes, and pronounced the immediate disbandment of the Librarius across all of the Legions without exception, promising to visit total destruction upon those who dared defy his decision. For the Librarians, particularly amongst the Thousand Sons Legion, this was an intolerable betrayal; being forced to suppress their psychic senses was akin to having a limb hacked from their bodies.

THE GREAT WORK

When the Emperor withdrew from the Great Crusade at its height, he returned to Terra to pursue his Great Work for the salvation of Mankind. Some feared he sought godhood or plotted some other unknowable fate for Mankind. They even feared he had abandoned the species when he interred himself in the Imperial Dungeons. Though none know for sure what this work entailed, nor if it was ever completed, the barest facts of his plans speak of a weakening of the power of the Warp, and the eventual removal of humanity's reliance upon it.

THE REGENT OF TERRA

Malcador the Sigillite was an unfathomably ancient being, said to have been with the Emperor since the earliest days or even to be his kin. As Regent of Terra, Malcador was the overseer of the minutiae of Imperial governance, a role which only grew as the Emperor secluded himself in his Great Work and the Great Crusade expanded the Imperium. It is said that while the Emperor looked to the future of Mankind, Malcador safeguarded its present and its past. In doing so he founded many of the Imperium's institutions, and created several organisations, both public and secret, to aid in the effort of preserving Mankind's cultures and histories as well as pruning from that grand heritage any aspect deemed unsavoury for remembrance. Amongst the many bodies controlled by the Regent were the Remembrancers, Iterators, Assassins, Elucidators and the Administratum.

THE SIGILLITE

Since the Wars of Unification, Malcador had held a position as the right hand of the Emperor. A sinister and often unseen presence, that exerted much influence over the Imperium as it grew. Acting as a seer and as counsel, Malcador earned the Emperor's trust, as much as could be discerned, but more often than not, his machinations were veiled in secrecy and subterfuge in a manner that many would suspect the intentions behind them. Until the end though, the tragic conclusion of Horus' betrayal, Malcador remained unwaveringly loyal to not only the Imperium but to the Emperor himself.

REMEMBRANCERS & ITERATORS

The Remembrancers were a class of itinerant artists and chroniclers that accompanied the forces of the Great Crusade under license and edict. Following the Expeditionary fleets, they recorded what they saw in words, pictis, paintings, sculpture, music and any number of other modes of expression in order to immortalise the actions and forces of the Great Crusade. The order died with the onset of the Horus Heresy, and its works were deemed too dangerous to endure and have since been destroyed, although much is said to remain under a seal of utmost secrecy.

The Iterator Order also accompanied the Great Crusade. The task of the Iterators was to promulgate the message of the Imperial Truth on every Compliant world ascending to the Imperium, as well as to reinforce the secularity and rationality of its tenets on Imperial worlds and within the Great Crusade's fleets. They were recruited from the most erudite, sharp-witted and silver-tongued teachers of Terra, men and women trained to have such a firm belief in the Imperial Truth and keen grasp of rhetoric, debate and diplomacy that when making their orations, they could smother any arguments contrary of their specific dogma. Dozens of peaceful Compliances were achieved thanks in no small part to the work of the Iterators, though cynics might suggest that it was the threat of the bolters of the Legiones Astartes standing at the Iterators' sides which cowed worlds into Compliance, rather than philosophy, eloquence and logic.



ELUCIDATUM

The Order Elucidatum, colloquially known as the 'Tallymen' or Malcador's secret police, acted in two functions; openly as contributors to the bureaucracy of the Great Crusade and covertly as iconoclasts, censors and murderers. In their open capacity, the Elucidators travelled freely among the Expeditionary fleets of the Great Crusade, operating as supporting data scribes to the offices of Iterators, future planetary governors and census takers as a function of the Administratum. This work of the Elucidators was vital, though it was undertaken with an ulterior motive, to gather information for their secret task: the assassination of demagogues, the destruction of proscribed texts and the suppression of any persons with knowledge of or contact with the manifestations of the Warp. The mandate possessed by the Elucidators was underwritten with the seal of the Sigillite, allowing the Tallymen, who were themselves expert and highly-specialised warriors, to independently take immediate possession of almost any military command they required to complete their mission. The Order earned a dark reputation for the uncompromising ruthlessness with which they enforced their will, and the atrocities they perpetrated in accomplishing their aims.

THE COUNCIL OF TERRA

Upon his retreat to Terra, the Emperor called to his side Malcador and the Imperial Court and issued them with new commands. No longer were they to support the military campaigns; these were now safely in the hands of the new Warmaster. Unlike the far-flung members of the War Council, of which Horus was leader, the Council of Terra would attend to the matters of state and the establishment and maintenance of Imperial Law across the myriad worlds of the Imperium. Where once only conquest and liberation had been the order of the day, the Council of Terra dealt with the consolidation and organisation of the Imperium as their priority. Malcador, the Emperor's most trusted advisor, was named as First Lord of the Council and would lead it in the Emperor's absence, and with him Chief Custodian Constantin Valdor and the leaders of the Astropathic and Administrative divisions of the Imperium were appointed to the Council. For some of the Primarchs, this seemed a sign that the Emperor was willing to turn his back on his greatest warriors, who had fought and bled tirelessly in his service, and give power to petty mortal administrators and sycophantic adepts of Mars in their stead – administrators who could impede the progress of the Great Crusade with their bureaucracy.

THE ADMINISTRATUM

The Administratum is the core bureaucracy that holds together the Imperium. It was the unimaginably vast organisation which acted upon the decrees of the Council of Terra, managing aspects of government as diverse as levying taxes, raising fleets, allocating the division of agricultural resources, and collecting census data across a million worlds. Uncounted billions of minor politicians, scribes, clerks and administrators were in the employ of the Administratum; their toil greasing the unceasing wheel of Imperium.

THE EXCERTUS IMPERIALIS

The Excertus Imperialis was the vast organisation of the Imperium's military, comprising billions of troops, functionaries, labourers, void crew, logisticians, almoners, adepts and staff officers, and the countless quantities of weapons, equipment, war machines, void conveyances and warships they needed. This sprawling military hegemony was responsible for the deployment of the vast bulk of the Imperium's military might, the only exception being those forces directly under the purview of the Imperial Household – the Legio Custodes, the Silent Sisterhood, the Divisio Assassinorum and other, often secretive and unknown bodies.

The Excertus was ultimately the responsibility of the Officio Militaris on Terra, but in practice their numberless ranks were commanded by the principal agents of the Great Crusade under the War Council – particularly the Primarchs – and almost every significant body of the Great Crusade host, from the Navigator Houses to the Planetary Governors, could call upon the Excertus Imperialis to obey them. With several million Space Marines at its leading edge, the untold billions of the Excertus made the Great Crusade a reality.



IMPERIALIS AUXILIA

Often colloquially termed the 'Imperial Army', the Imperialis Auxilia formed the vast bulk of the Excertus Imperialis. The Auxilia was constituted at the outset of the Great Crusade and divided into three main echelons, each concerned with the prosecution of one of three phases of the Imperium's expansion.

The first echelon, representing around one quarter of the Imperialis Auxilia, would form the leading edge of humanity's bloody, all-conquering expansion into the void. Created in order to fight in direct support of the Legiones Astartes, or independently in their stead where the Legions were overstretched, the front line echelon of the Imperialis Auxilia was made up of thousands of regiments constituted as 'Solar' pattern Auxilia cohorts, as well as the often highly idiosyncratic regiments of the Terran 'Old One Hundred'. The heavy void infantry and supporting assets of the Solar Auxilia were able to fight in vacuum and in the most hazardous of alien environments. Upon achieving victory, whether by way of the annihilation of some xenos strain or the forceful conquering of a recalcitrant human culture, the front line would move on to the next warzone, their place to be taken up by the rotation of one of the other two echelons.

The second line reserve formations of the Imperialis Auxilia represented specialised formations equipped and organised in a variety of patterns to conduct long term Compliance operations. It fell to the second line reserve cohorts to consolidate and reinforce those victories won by the first line, and where necessary to prosecute protracted sieges and vigilant occupations where an otherwise Compliant world refused to accept the totality of the Imperial Truth and subversion or overt rebellion simmered.

Only once a human world was declared fully Compliant with the Imperial Truth would the second line formations either move on or be stood down, in the latter case often forming the cadre for a newly raised third line – the many and diverse planetary militias. Created from whatever remained of the conquered human world, no standardised pattern could be imposed upon such forces and each was as individual and unique as its parent culture. The planetary militias served to guard against unrest, piracy and recidivism, and while many were unmatched experts in warfare in their native environs, they often found themselves woefully under-equipped and unprepared for operations off-world. Hence, it was only in extremis that such forces were mobilised for expeditionary warfare. Indeed, when galactic civil war did eventually descend the third line formations were often deployed as expendable cannon fodder, in particular by the cruel hosts of the Traitors.

ARMADA IMPERIALIS

The Great Crusade was the most ambitious military endeavour ever attempted. It was a campaign fought on worlds without number, across star systems on expeditions into interplanetary gulfs and into the entropic darkness of the intergalactic horizon. Conquest of the void was only made possible by the Armada Imperialis; the Imperial fleet. The Armada comprised countless warp-capable vessels that transported the Legiones Astartes and countless Imperialis Auxilia soldiers from one star's light to the next, and then supplied them and fought battles at their behest in the void. A staggering array of vessels were constructed, reclaimed or pressed into service for the fleet. The first vessels to enter the service of the nascent Imperium were constructed in the orbital foundries of Terra, and later Mars and Saturn and a hundred other worlds and, as the Imperium expanded, so too did its fleets.

Each great Expeditionary fleet which pushed outwards into the galaxy contained hundreds of thousands of vessels. The ships of these fleets were myriad. From singular, recovered wonders of technology, to mass-produced void supremacy vessels. From stately galleass engines of doom, their armour concentrated to the fore and their flanks replete with rank upon rank of broadside batteries, to lithe and deadly cruisers and stripped-bare warp runners, to watchful piquet frigates and lumbering star-fortresses. They were also of innumerable ranges of size, from the smallest Cobra-class destroyer or Helicon-class freighter to the grandest, multi-kilometre long, Victorem-class battleships and Mechanicum arks.



CHARTIST CAPTAINS AND ROGUE TRADERS

Fleets led by Chartist captains were the principal independent trade and supply fleets of the Imperium. Their flotillas of ships were intended to run the gamut of Imperial systems and provide an exchange of provender, materiel and other necessary goods on behalf of the Council of Terra. They were granted warrants of passage by the Emperor during the early expansion of the Great Crusade, and often assisted the Expeditionary fleets in whose wake they travelled by securing supply routes, providing news and transferring orders from central Imperial authorities down a chain of messengers to the front lines.

Rogue Traders Militant commanded independent flotillas that scouted ahead of the leading edge of the Great Crusade, accompanied by their own armies which sometimes included Imperial assets. They were tasked with finding uncharted human worlds or xenos civilisations for the Expeditionary fleets to deal with in turn. Operating so far ahead of the Emperor's crusading armies, the Rogue Traders Militant could expect little or no aid should they encounter foes too powerful for them to overcome, and so over time they fortified, and in the far darkness made use of esoteric and alien technologies. Many Rogue Traders were former powerful rulers of worlds conquered by the Emperor, given the choice to serve in the outer reaches of the galaxy or die. These rivals were never allowed to return to the core systems of the Imperium and many vanished alone and unheralded; slain, consumed or enslaved by nameless xenos abominations far from the light of Terra.

THE MECHANICUM

The Mechanicum of Mars, which was the spiritual authority over tens of thousands of Forge Worlds across the galaxy, was the Imperium's primary manufacturer and maintainer of arms, munitions, vehicles and warships. Dedicated to working their machines and forges with religious ardour, the lion's share of their output was committed to the furtherance of the Great Crusade. The Mechanicum's leader, Kelbor-Hal the Fabricator General of Mars, held a seat on both the Council of Terra and the War Council, commanding vast authority and power. Under him was a grand synod of Magi, each controlling a Forge World, macro-forge, Explorator fleet or a splinter of the Taghmata Ommissiah: the armies of the Machine God.

Amongst the armies of the Mechanicum were the Titan Legios, which fielded the largest and most impressive war engines in the Imperium; each a mobile weapons platform able to raze a city to rubble. At the feet of the titans came legions of cyborgs, servitor-thralls, Tech-Priests and programmed automata armed with arcane and esoteric weaponry. In support of the Magi of the Mechanicum were the Skitarii hosts; cyber-augmented elite defenders of the Machine God. Also under the aegis of the Mechanicum, though not exclusively bound to it, were the Knight Households; ancient feudal bloodlines of aristocratic pilots who rode to war within combat exo-suits.



THE PRIMARCHS

In preparation for the re-conquest of the galaxy, the Emperor created twenty Primarchs to be his agents of change and lords of war, long before he reconquered Ancient Terra. These unique individuals, wrought of gene-craft and lore beyond the understanding of any save the Emperor himself, were his generals and the executors of his will – great leaders who would conquer uncounted worlds. Each Primarch had powers and skills beyond those of any other human – abilities rivalling those of the Emperor himself, for they were his sons and shared his brilliance, charisma, intelligence and radiant glory. Furthermore no two were alike; each embodied a different facet of the Emperor's character, and had their own preference for warfare. Together, united with the Emperor and with the Legions at their command, they made for a force unseen and unequalled in the annals of human history. But the Emperor's ambitions for the Primarchs appeared to be thwarted by a cataclysmic event, the true nature and scope of which has never been revealed. Some unknown force snatched the still foetal Primarchs from the Emperor's care and flung them in scattered disarray across the galaxy. Each Primarch was cast onto a separate world where he matured in circumstances good or ill as fate, or perhaps some other agency, decreed.

As the years passed, each Primarch came into maturity beyond the Emperor's guidance; each a superhuman far beyond the power and ability of those around them. Some came to dominate their surrogate worlds, becoming powerful warriors and leaders; others were transformed by predilection or circumstance into shadowed monsters of legend. Over the course of the Great Crusade, the Emperor was reunited with each Primarch in turn and each was placed in command of one of the Space Marine Legions, and their authority was second only to the Emperor himself. At the close of the Great Crusade each of the eighteen remaining Primarchs was steeped in glory and was a proven master of strategy, having conquered vast swathes of space in the Emperor's name.

THE WARMASTER

Named Warmaster at the Triumph of Ullanor, Horus was the Emperor's most successful, most charismatic and most respected son. It was the greatest shock to the Imperium that he would turn his back on the Emperor. However, the stirrings of discontent were evident even in the years before his secession. With his actions cloaked in whim and the long tradition of military patronage and honour, he laid many seeds that would draw no suspicion under his lawful authority as Warmaster.

Horus used his power to influence the stockpiling of munitions, showing preferential treatment to commanders who favoured him, and established trade pacts, patronage and treaties with allies in which he placed the greatest trust. Others, ancient regiments and Knight Households which he could not rely upon were unmade upon the anvil of war. The Legions of his rival brothers whom he envied or feared, he sent to the furthest corners of the galaxy such that they could not disrupt his power.

Some of this was no doubt the workings of a general without peer seeking only to further the Great Crusade, establishing appropriate contingencies and rewarding those who fought hard in his name, however that so many such factors would later see him ideally placed to instigate the greatest treachery the human race has yet known is beyond coincidence. Horus had perhaps long plotted ascendancy in the darkest corners of his mind, even if he never planned to act upon those desires until fateful events conspired to bring them to terrible fruition.

THE FIRST-FOUND

Horus was the first of the Primarchs to be rediscovered by the Emperor after they were scattered across the galaxy. The most cynical of historians would dare to venture that even at the time of this reunion, Horus had already begun to sow the seeds of his treachery.





The Legiones Astartes

"They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mould them and in the furnace of war forge them. They shall be of iron will and steel sinew. In great armour I shall clad them and with the mightiest weapons they will be armed. They will be untouched by plague or disease; no sickness shall blight them. They shall have such tactics, strategies and machines that no foe can best them in battle."

*They are my bulwark against the Terror. They are the Defenders of Humanity.
They are my Space Marines and they shall know no fear."*

The Emperor of Mankind

THE CREATION OF THE SPACE MARINES

Conflict involving genetically-modified warriors such as dread war-wights and ironsides had been a constant for thousands of years on Ancient Terra as part of the wars between the techno-barbarian tribes and the tyrant lords of city states. The Emperor's own gen-hanced soldiers, the Thunder Warriors – named for the thunderbolt and raptor's head heraldry of their master – proved superior to them all during the Wars for Unification. The Thunder Warriors were the first open display of the Emperor's strategic and scientific genius. They were unprecedented in their physical strength and endurance, and had been gene-programmed to be resistant to both biochemical and psychic warfare. They were an army unlike any that came before them but, despite their many victories in the Unification Wars, they were far from perfect, suffering from both mental and biological degeneration as their own superhuman physiques turned against them after an unpredictable span of years, in what is speculated to have been a planned and programmed obsolescence.

It seems obvious in retrospect that the Emperor knew early on that a more permanent and stable force of enhanced warriors was needed so, even while the Thunder Warriors waged war in their early days, the Emperor gathered about Him an order of savants and gene-wrights, and constructed new genetics laboratories deep in the vast dungeons of his fortress. Labour there went on for decades in absolute secrecy to create the *Legiones Astartes* – the Space Marine Legions. Into their creation went all the secret history and lore of the Age of Strife, hard wisdom gained through the successes and failures of the prototype Thunder Warriors and the Emperor's own inimitable genius. The Emperor's *Legiones Astartes* project created an army of toughened warriors, iron of arm and of will that were unflinchingly loyal to Him. Quickly the process was refined and systematised, and the numbers of these new enhanced warriors, at first armed and armoured as the Thunder Warriors had been, grew swiftly and they were organised into twenty regiments.

The regiments expanded rapidly into twenty Legions of thousands of warriors with the intake of new blood from the areas of Terra that had already joined cause with the Emperor. These Legions eclipsed the Thunder Warriors and soon were armoured in unadorned grey ceramite battle plate, becoming known as 'the Angels of Death', and each competed with the others to earn honours, glories and eventually names and heraldry of their own. With his *Legiones Astartes*, victory followed victory in quick succession, becoming a righteous crusade, and the Emperor became the single ruler of Terra – the first in uncounted millennia. Once Old Earth was unified, the Emperor's ambitions turned to the stars, and with his Space Marine Legions he subdued the gene-wrights of Luna, forced the Mechanicum of Mars to sue for peaceful Unity and brought

the Saturnyne Ordos and Jovian Shipyards under his banner. With Sol unified, the Space Marines confirmed their destiny as the principal fighting force by which the Emperor would liberate the galaxy from the depredations of the alien and the malignancy of superstition and oppression.

PRIMOGENITORS

Before the *Legiones Astartes* project, the Emperor engineered many wonders in his secret labs on Terra. Foremost of these were the Primarchs, of which there were twenty, each uniquely crafted by the Emperor's own hand and, rumour has it, concocted from his own genetic stock; they were imbued with his majesty and only made possible through his prodigious and artful mastery of otherwise long lost science. Although it remained a secret at the time, the division of the Space Marines into twenty Legions was more than mere coincidence, for each Legion contained variant 'gene-seed' encoding drawn from a different primogenitor Primarch. This gene-seed often manifested in subtle ways, not least of all in influencing the psychological character of the remade and enhanced warrior to align with their primogenitor. That there is a sure link between the Primarchs and their Legions suggests that their existence was crucial in the invention of the Space Marines.

For reasons unknown, the Primarchs were scattered across the galaxy in their infancy, and it was the Emperor and his Legions who recovered them in the course of conquering long lost human worlds during the Great Crusade. Indeed, so strong was this bond that as the Primarchs were encountered, their Space Marine 'sons' were compelled to obey their every word. They were the natural and obvious leaders of the Legions with whom they had so much in common; becoming a warlord-master to shape and lead that Legion to greater glories. Whether it was the Emperor's plan that they would be his godlike generals from the start or whether they were merely a by-product of the experiments that resulted in the creation of the Space Marines, will forever remain unknown.

The discovery of the Primarchs may even have saved the Legions, for over many years of campaigning and due to attrition, losses, and overuse, the gene-seed inherent to the Space Marines had become unstable, and it was ever more difficult to create warriors on the scale required by the Great Crusade. Yet with the use of the Primarchs' own genetic code, the gene-seed could be stabilised and stocks expanded to create Space Marines faster than ever before. In many cases, the Primarchs' adopted worlds also became the new base of operations or 'home world' for their Legion – the Primarchs recruiting from its peoples into the ranks of their Legion. However, as dark speculation would have it, these accelerated gene-seed techniques, along with inadequate psycho-indoctrination may have led to later, unexpected flaws in some Legions, which paved the way for the horror that was to come.

THE LEGIONS

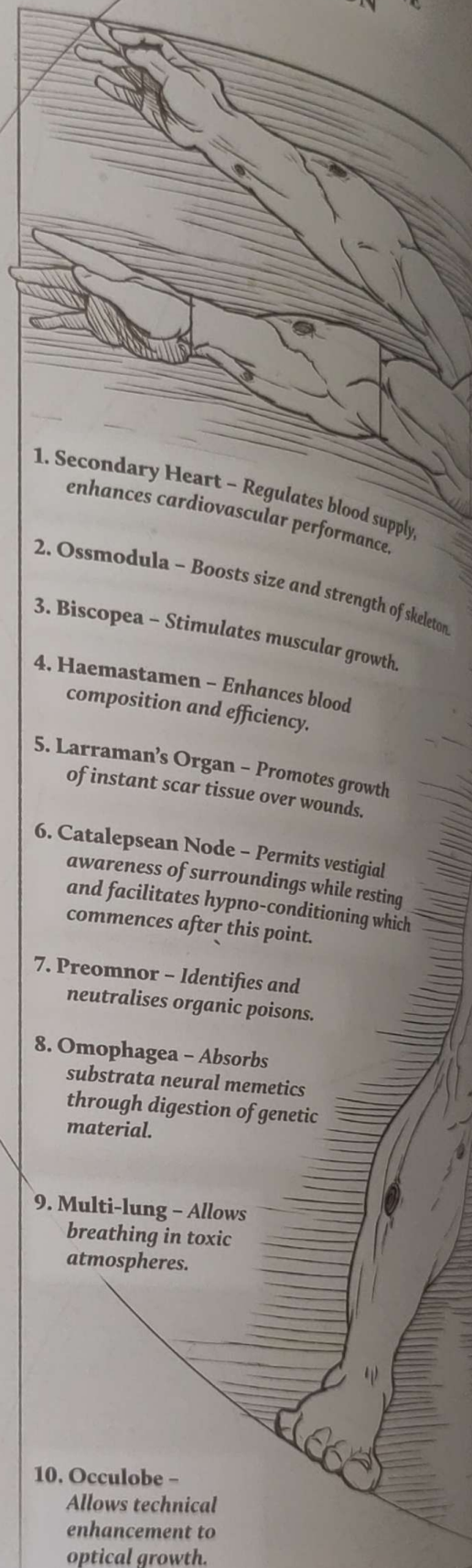
A Space Marine Legion is a frontline force of shock infantry comprising tens of thousands of super-warriors armed and equipped with the finest wargear the Imperium can supply. Each member of the Legiones Astartes carries the martial worth of many times their number in terms of regular troops; each and every one is a killing engine – tireless, faster, stronger, braver, more disciplined, and clearer-sighted. Together in disciplined order, the power of the individual Space Marine is amplified to incredible levels and a force of hundreds can quell a city in hours. Thousands together can conquer worlds in days, and tens of thousands and even hundreds of thousands wielded at once have been able to doom entire species and reduce civilisations to mere dust and memory in a span no greater than the single course of Terra's orbit around its sun.

Much of the organisation of the early Legions owed greatly to the ancient and proven Terran patterns of strategy, hierarchy and function as laid down in the revered texts of the *Principia Belicosa* of Roma, and the Emperor's own genius, which added an adaptable strategic framework that spoke to the fundamental strengths and superhuman abilities of the Legionaries themselves. The chain of command was simple and direct, and the Legions' officers, themselves mighty warriors, would lead them into battle personally as had long been the wont of the techno-barbarian tribes of Ancient Earth, and the battle would be taken always to their enemy because to defeat an enemy was never enough for the Legiones Astartes, only the utter destruction of a foe was victory.

Of these twenty Legions, each steadily expanding in numbers over time, eighteen would survive to grow into vast forces – as to those that did not; nothing can be said in this record. Each Legion had grown to be a powerful military force in its own right, with its own supporting fleet to carry it between the stars and many times its number in servants, supporters and auxiliaries who lived and died at the behest of its commanders and Primarch. These fleets and armies were split into dozens of battlegroups operating independently to prosecute the victories of the Great Crusade. Taken together, the eighteen Legions represented an unmatched apex of force unequalled in the galaxy.

Over the two centuries of the Great Crusade, the Terran Legions would evolve in innumerable ways – influenced by the worlds they recruited from and by customs and hierarchies which developed and flourished within them. With the finding of the Primarchs, who stamped their own personality and will unto their Legions, entire paradigms of culture, tradition and even ideology were overwritten. The Legions' regimens of training and indoctrination each became hugely divergent and many Legions abandoned the strictures, doctrines and terminology of the *Principia Belicosa* to reform into fighting bodies adapted to a favoured style of warfare. By the end of the Great Crusade, the Legions each had their own distinct character. These unique divisions from the once-united body of the Legiones Astartes would birth rivalries and, over time, feuds which would be exploited with the advent of the Horus Heresy.

STAGES OF SPACE MARINE SURGICAL INITIATION

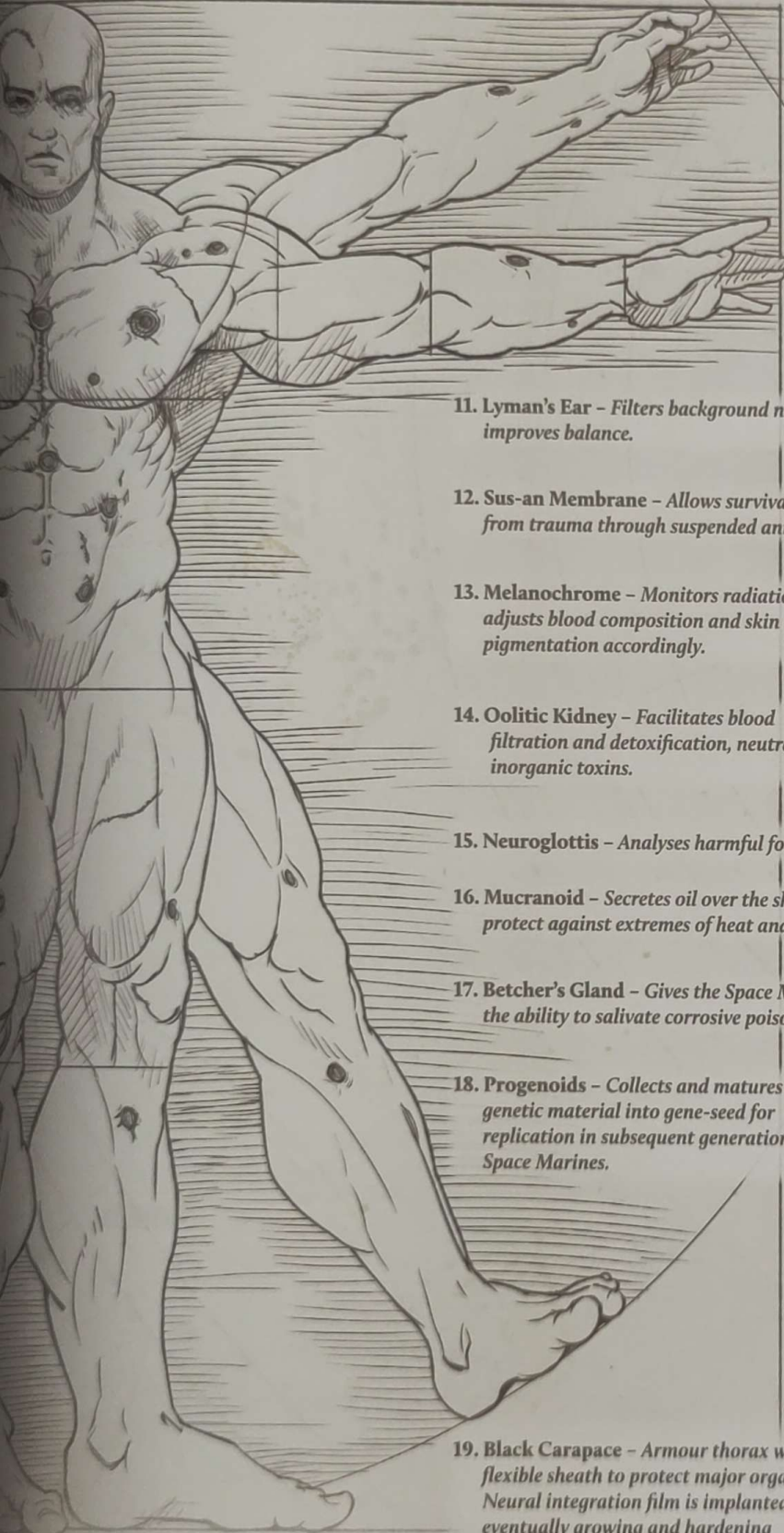


IMPLANTATION IN ORDER OF PROTOCOL

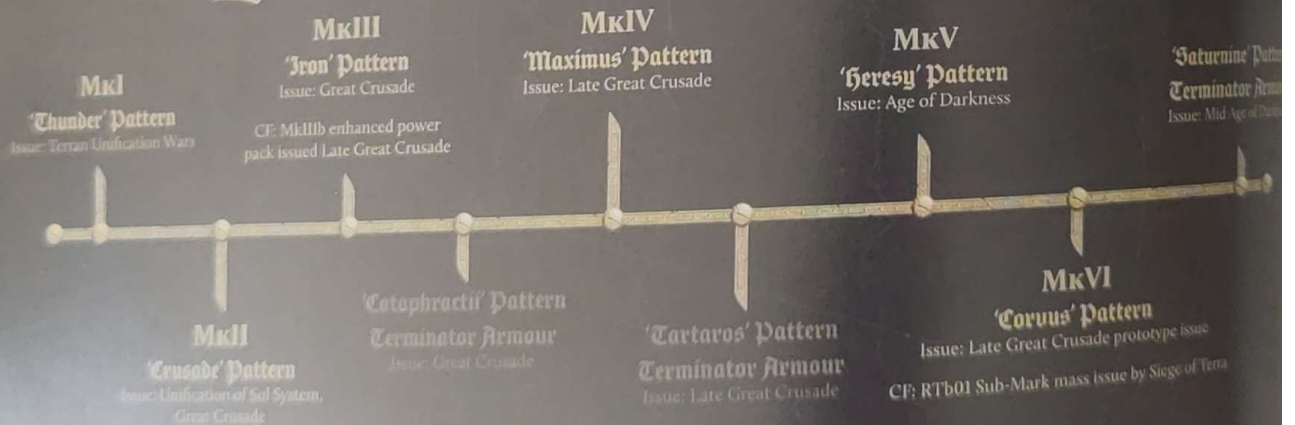
THE PROCESS OF INITIATION

A Space Marine is transformed from mere human frailty by a threefold process of genetic manipulation, surgical augmentation and psycho-conditioning that ideally takes place over several years during the individual's adolescence. That the process is conducted while the body is undergoing maturation presents the highest chance of survivability and the lowest chance of tissue rejection, and although partial enhancement of adult subjects is possible, it is extremely dangerous. Only a small percentage of potential candidates will for one reason or another be regarded as suitable because of genetic, environmental or psychological factors, and even amongst these many do not survive the process.

The resultant Space Marine is in many ways no longer functionally human, but is massively advantaged in terms of physical strength, durability and reflexes over even the most physically-adept, unaugmented human warrior. Their bodies are also phenomenally efficient biological engines, resistant to disease, contamination, radiation and poison. In addition, they are all but impervious to the natural consequences of aging and cell decay, other than by extreme physical trauma or incremental toxin and contaminate damage.

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11. **Lyman's Ear** - Filters background noise, improves balance.
 12. **Sus-an Membrane** - Allows survival and recovery from trauma through suspended animation.
 13. **Melanochrome** - Monitors radiation, adjusts blood composition and skin pigmentation accordingly.
 14. **Oolitic Kidney** - Facilitates blood filtration and detoxification, neutralises inorganic toxins.
 15. **Neuroglottis** - Analyses harmful food by taste.
 16. **Mucranoid** - Secretes oil over the skin to protect against extremes of heat and cold.
 17. **Betcher's Gland** - Gives the Space Marine the ability to salivate corrosive poison.
 18. **Progenoids** - Collects and matures genetic material into gene-seed for replication in subsequent generations of Space Marines.
 19. **Black Carapace** - Armour thorax with flexible sheath to protect major organs. Neural integration film is implanted, eventually growing and hardening beneath the epidermal layer.

Armour of the Legiones Astartes



AN ASSAYANCE OF THE ISSUE AND UTILISATION OF SPACE MARINE POWER ARMOUR

The Space Marines of the Legiones Astartes are an awe-inspiring spectacle for any mortal to behold, a fact that brought about the bloodless Compliance of numerous worlds throughout the Great Crusade. Legiones Astartes vehicles are slab-sided and brutal of aspect, and the weapons a Legionary bears are of equal scale to their overlarge physiques. But most distinctive and fearsome of all are the many marks of power armour in which the Legions are clad, serving as much to cow the foe as to protect the wearer from harm.

The early Legiones Astartes were oft named the 'Grey Legions', for they went to war in imposing armour of cold grey, unadorned save for the Emperor's thunder strike symbol of Unity and an ordinal numeral denoting the bearer's Legion. Over time, Legions gained their own marks of distinction, and names – Emperor-given in some cases – came to replace numbers, with many companies seeking to single themselves out from their brothers. Battle honours were accumulated and the effect of each Legion's character worked upon them, so that as the Legions expanded to conquer the galaxy, storm-cloud grey became granite, silver, viridian, iron, sable, gold, ocean, ash or ice, and by the time of the Triumph at Ullanor, the grey Legions of Unity were gone, lost to history.

As various as the colours taken by the Space Marines were the suits of armour they wore. During the Unification Wars, the armour the first Space Marines wore was not new, but the same partially-powered and enclosed plate armour that had evolved on Old Earth and was worn by the Emperor's Thunder Warrior Regiments. This Mark I 'Thunder Armour', was largely newly forged, but the Emperor's warsmiths also cannibalised many suits from the armouries and corpses of conquered foes. However, Thunder Armour had faded from use amongst the Legiones Astartes before even the Great Crusade was underway. As the Unification Wars slipped the bonds of Old Earth and engulfed the entire Sol System, Mark I power armour proved itself unsuited to the nature of the mission for which the Space Marines had been created.

Indeed, the rigours of combat upon the airless satellites of the Sol System called for a suit of fully-enclosed battle plate equipped with its own air supply, made fast against extremes of temperature and vacuum, and hardened against the effects of radiation. As such, Mark I armour was largely relegated to ceremonial use, and only worn in battle during rare times of desperation. Mark II power armour was better suited to fulfil the needs of the Space Marines of the Great Crusade, and became the standard for all of the Legions as the Imperium ventured from the light of Sol. However, the formulation of Space

Marine armour quickly became a race of technological and functional improvement, and from the functional template of Mark II, many more variants of power armour were developed.



LOGISTICS AND SUPPLY

It is notable that, throughout the years of the Horus Heresy, the numerous classes of weapons and wargear utilised by both sides remained remarkably consistent, with each Legion having some access to every mark of armour from Mark II through Mark VI to some degree. Indeed, the spread of Standard Template Construct system (STC) information and production imprints only appears to have hastened during the Horus Heresy; with the steady dissemination of knowledge between the Forge Worlds being accelerated during the course of the so-called Networked War, in which design schema was forcibly stolen from hundreds of both Traitor and Loyalist forge-fanes and shared rapidly between forges of the same allegiance for strategic advantage.

Furthermore, the vagaries and grand scale of logistics played a vital part in the utilisation of the various marks of power armour throughout the Legions. During the Great Crusade, staging worlds would carry city-sized stockpiles of millions of suits of armour and countless munitions for the Space Marine Legions. Upon returning at completion of a campaign, or simply when at last they paused long enough for supply ships to catch them up, the Legions would be resupplied en masse from these worlds. Thousands of suits of armour would be issued at once in this manner, entire battalions setting aside their worn and damaged suits and taking up whichever marks were available for immediate supply. However, with the onset of the Horus Heresy, most of these staging posts would declare for either Horus or the Emperor and were raided or destroyed by the opposing side. Supply lines became increasingly fraught as the Age of Darkness continued, with each and every cache of fresh armour being bitterly contested.

THE UBIQUITOUS BOLTGUN

Even as the armouries of the Legiones Astartes were issued with new marks of power armour throughout the Great Crusade and the Horus Heresy, so too were they swelled with numerous other marks and patterns of essential equipment. Most notable of all such advances are those applied to the standard firearm of the Space Marines – the ubiquitous boltgun. Broadly speaking, each mark of Legiones Astartes power armour was issued around the same time as a corresponding new pattern of the bolter and, in many cases, especially during a mass, post-campaign Legion-wide re-supply, they were issued at exactly the same time. Thus it was common to witness Space Marines clad in Marks II or III power armour bearing the distinctive 'Phobos' pattern bolter, while later on, it was common for those issued with Mark IV 'Maximus' suits to be issued the 'Tigrus' pattern bolter, while later on, By the time Marks V and VI were in widespread use, the 'Umbra' pattern bolter was being manufactured in vast quantities, and this would serve as the iconic pattern of Legiones Astartes bolter for many years to come.

Despite these broad alignments of development and supply, however, there existed no formal regulations prescribing that certain marks of armour be combined with certain marks of bolter, or indeed any other item of wargear. Indeed, after unification with Mars, attempts were made to replace the bolter with more advanced item of weaponry, and while many companies adopted this change, volkite weaponry was too complicated to manufacture en masse – limiting its supply – and too difficult to maintain in the field for the Legions to accept it wholesale. Rather, the Horus Heresy was a time of chaos and anarchy where brother fought brother with whatever weapons were, literally, to hand.



Phobos pattern boltgun with MkV-VI chainblade combat attachment. In service from late Unification Wars.



Tigrus pattern boltgun. Late Great Crusade era mass issue. Predominant in Traitor Legions at outbreak of civil war due to concurrent supply with MkIV 'Maximus' pattern power armour.



Tigrus pattern boltgun (Seeker issue). Features multi-spectrum targeter, auto-sense-integration node and special issue ammunition selector (Kraken, Scorpius and Tempest).



Umbra pattern boltgun. Limited field tests underway at outbreak of civil war. Mass manufacture and issue by time of Siege of Terra.

Issued alongside MkVI 'Corvus' pattern power armour.

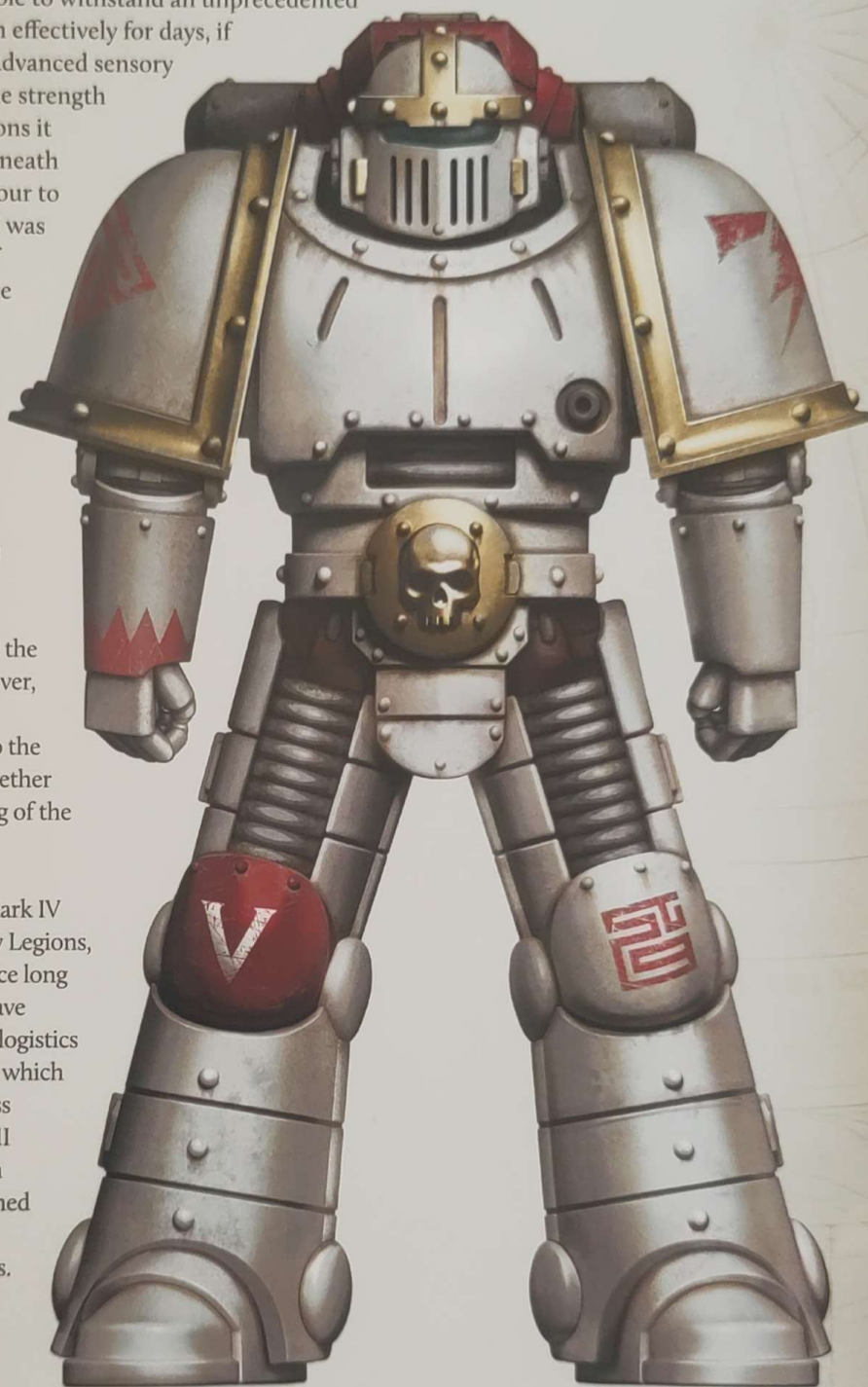
MARK II

CRUSADE ARMOUR

Mark II was the epitome of Space Marine power armour, a void-sealed and radiation shielded suit of battle plate able to withstand an unprecedented degree of punishment. It was able to function effectively for days, if not weeks without resupply, and housed an advanced sensory and communications array. However, the true strength of power armour is the interface of connections it shares with the Black Carapace implanted beneath the skin of a Space Marine, allowing the armour to synchronise with their reflexes. So successful was Crusade armour that all subsequent forms of power armour would build upon the template of advantages it established.

At the height of the Great Crusade, Mark II was predominant, many millions of suits being manufactured on Mars and elsewhere for service in the Legions. For the greater part of the two centuries for which the Great Crusade waged, Mark II plate was synonymous with the Legiones Astartes, the Imperium and the Imperial Truth. Even though the mortal multitudes of the Imperial Army outnumbered the transhuman Space Marines a thousand times over, it was the grim visage of the Mark II helm that was at once the sum of all fears and all hopes to the scattered tribes of humanity, dependent on whether they chose to oppose or to welcome the coming of the Expeditionary fleets.

By the closing decades of the Great Crusade, Mark IV power armour had supplanted Mark II in many Legions, but several factors converged to keep it in service long beyond the point when the new mark might have rendered it obsolete. One is a simple matter of logistics writ large upon the galactic scale, with Legions which had pressed the furthest into the outer darkness forced to draw upon existing reserves of Mark II simply because newer patterns had yet to reach them in great quantities. Certain Legions retained Mark II for its reliability and for its history of service, unwilling to trust to the newer patterns. Yet another reason reveals the great web of the Warmaster's treachery. In allocating new resources and technologies Horus supplied first and foremost those Legions which he favoured – securing in his dark genius stockpiles of arms and armour in preparation for a protracted war in which lines of supply would be bitterly contested.



MkII pattern power armour was produced by the million during the two centuries of the Great Crusade, and with supplies of newer MkIV siphoned off to those Legions the Warmaster anticipated joining him in rebellion, many Loyalist Legions continued using MkII throughout the civil war for want of significant stocks of newer marks.

MARK III

IRON ARMOUR

Iron Armour is a specialised, up-armoured variant of Mark II plate. In general, wherever Mark II was in heavy use, large stocks of Mark III would invariably be found as well, yet even in those Legions which displayed a predilection for later marks, Iron Armour found use in the role for which it was primarily conceived – that of heavy, frontal assault. Mark III was deployed primarily for ship-to-ship boarding assaults and conflicts which took place in other 'Zones Mortalis' such as underground fortress bunkers, the bowels of hive cities or tunnel arcologies. The heavy armour plating affixed to the front facing of Mark III armour was ideal for such cramped confines where manoeuvrability and speed mattered less than sheer durability.

There were many Legions which displayed a marked preference for this pattern over the others, even after newer marks had become available. In particular, the Imperial Fists and Death Guard were known to favour Mark III armour, finding it especially suited to the grinding and relentless war zones of siege operations, boarding actions, and hostile environments in which they were markedly proficient. Other Legions too, such as the Space Wolves and Dark Angels, are known to have made particular use of Mark III, perhaps because its bellicose nature matched their own, as much as any specific tactical or strategic necessity.



MkIII pattern power armour was particularly favoured by the Imperial Fists, a Legion famed for its employment of Breacher Squads. The pattern was also used extensively by the Iron Warriors, Dark Angels and Space Wolves.

MARK IV

MAXIMUS ARMOUR

Intended to be the exemplar of power armour, Maximus Armour provided greater agility to its wearer without sacrificing the durability of Mark II power armour. Mark IV was in mass production at the time the Horus Heresy broke out, and so had been issued to every single Legion. With the benefit of hindsight, however, it is evident that the bulk of Maximus Armour stocks had been diverted to those Legions the Warmaster anticipated would follow him into treachery, the better, it is assumed, to equip them for the rigours of the war he planned to unleash. Of note the Warmaster's own Legion, the Sons of Horus, made use of great quantities of Mark IV armour, along with the World Eaters, Night Lords and Thousand Sons who might have been ostracised from official supply chains but for Horus' granted boon.

At the outset of the Horus Heresy, Maximus Armour was perhaps the most common pattern in use, though this was short-lived, as even the huge stocks of Mark IV issued to the Traitors in preparation for the war could not withstand the sheer destruction wrought through the long years of the Great Heresy. In time, other marks would come to replace it, particularly as many of its advanced components were incompatible with those of older marks, and as such could not be recycled as part of battlefield repairs or combined into new suits.



Despite the bulk of the stocks of MkIV 'Maximus' armour having been apportioned to Legions that would later reveal their allegiance with Horus, the sheer number of suits issued meant that a sizeable portion of warriors from all Legions, including the Blood Angels, would have them available for battle deployment.

MARK V

HERESY ARMOUR

The designation 'Mark V' was a retrospective one intended to describe a broad class of ad hoc, ersatz and field-modified power armour that saw ever greater use as the Horus Heresy progressed due to the difficulty many Space Marine companies had in obtaining replacement suits for those irreparably damaged in battle. Many such suits were scavenged as parts from battlefield casualties or taken as the spoils of war. As well as this improvised pattern, records show there was a 'Production Mark V' that the Legions were able to manufacture in their own forges, or else otherwise obtain, falling back on common designs for parts that had specific cross-compatibilities, particularly based on prototype armour types that were circulating amongst the Legions for testing. In essence, the most common and recognisable form of Mark V power armour was a stabilised hybrid of elements of Marks IV and VI which could be locally manufactured or obtained from extant stocks, and which could be maintained even in the face of the extreme lack of supply.

Every Legion made use of Heresy Armour in the heat of the Age of Darkness. Reliance on Mark V power armour was most prevalent in those detachments and Legions far removed from their home worlds or isolated from resupply, such as the Iron Hands and Salamanders amongst the Shattered Legions in the wake of the Istvan massacres, and amongst those who were most rapidly inducting new Space Marines into their ranks.



The World Eaters arguably demonstrated the least distinct preferences for any particular mark of armour and were seemingly happy to modify and rework what was available to suit their needs. This would lead some historians to incorrectly document that MkV 'Heresy' armour was chosen deliberately, rather than as a result of indifference.

MARK VI

CORVUS ARMOUR

Corvus Armour, which entered service just before the outbreak of the Horus Heresy, was equipped with advanced auto-sensory technology and a more efficient power distribution system than Mark IV. Prototype forms of Mark VI armour were in circulation amongst many Legions during the Great Crusade with varying success; the Iron Warriors famously rejecting the pattern in favour of heavier armour. Many of the first suits which were evacuated from the Martian Schism were issued to the Raven Guard, who favoured them for their lightweight and stealthy profile. The Alpha Legion, too, is believed to have obtained an early schema for the production of Mark VI armour and used it widely from the onset of the Horus Heresy.

By the later stages of the Age of Darkness, Mark VI was in wide use throughout almost every Legion, for both sides were able to call upon Forge Worlds in possession of the imprints to manufacture it. By the time of the Siege of Terra, Mark VI was fast becoming the most numerous pattern in service, seeing significant use among the Imperial Fists and Blood Angels Legions as they prepared for the defence of Terra, and on the Traitor side, it was worn en-masse by the Emperor's Children during the Siege of Terra.

In the closing days of the Siege of Terra, the Loyalists would introduce yet another mark of power armour: Mark VII 'Aquila Armour'. This variant had its roots in developmental work undertaken in the last few years of the Horus Heresy, and was little more than experimental, even when it entered limited service. In the Great Scouring that followed, it would be Marks VI and VII which would enter mass distribution amongst the Loyalists, but such grim tales are the preserve of another volume.



The connotations implied by the 'Corvus' naming convention misled many contemporary scholars of the subject. Contrary to popular belief, many of the surviving XIXth Legion had little choice but to make use of MkVI armour later in the Horus Heresy as stock of other marks had been entirely diminished.

SATURNINE

TERMINATOR ARMOUR

The heaviest and by far the most technologically refined of the various classes of Tactical Dreadnought Armour utilised by the Imperium, Saturnine Siege-Terminator armour entered service in its original form in the closing days of the Unification Wars, before even, so it is said, the union of Terra and Mars. Its origins remain shrouded in mystery, with some claiming it to be the fruit of an outcast Martian sub-sect banished by the Lords of Mars to the ninth moon of Saturn during the Age of Strife. Certainly, this moon remains forbidden to all but the highest ranked of the Imperial Household and has been linked not only to Saturnine armour, but to a range of other technological marvels not normally associated with the forges of the Red Planet.

Refined and improved versions of Saturnine armour saw service during the earliest days of the Great Crusade, equipping the finest warriors of the nascent Legions. As the Legions expanded in size, however, demand very quickly outstripped supply and it was superseded by newer patterns of Terminator armour, first Cataphractii, then Tartaros, patterns that could be manufactured in quantities an order of magnitude greater than was possible with Saturnine.

And so, as the Great Crusade ground ever outwards from Terra, Saturnine armour receded into dim and distant memory. Like the twenty Terran 'grey legions' and the Thunder Warrior Legions that preceded them, it became a relic of a former age, not forgotten by any means, but not of the new order the Imperium was building.



Saturnine armour incorporated the Saturnine Aquila proudly upon its breastplate, linking the Saturnine tech-enclaves with the wider Imperium.

But one individual refused to consign the mark to history. Vulkan, Primarch of the XVIIIth Legion, the master artificer and craftsman, sought to unlock the secrets of this most potent of marks so as to be able to produce it in Legion forges, and in such numbers that it would reclaim its rightful place in the armouries of the Imperium.

And so it was that even as the Warmaster's heart was turned to treachery, Vulkan finally attained his goal. Ever noble and generous of spirit, the Primarch of the Salamanders gifted his brothers with the fruits of his labour, disseminating to each of them the secrets of manufacturing his masterwork in Legion forges. Even as the Warmaster's treachery was revealed at Isttvan III, every Legion received Vulkan's gift, and so by the very eve of the Isttvan V massacre, this most powerful of weapons was already in the hands of the Traitors.

It must stand as but one tragedy amongst countless others that the first occasion on which Vulkan's endowment went to war was at Isttvan V, where a small cadre of the Primarch's elite was equipped with those few suits that were ready in time to join the Retribution fleet. Though it would take several years to fully disseminate and gain acceptance within the Legions, by the middle of the Age of Darkness every one of the Legiones Astartes, whether loyal to the Emperor or his turncoat son, would field this armour, brother shedding the blood of brother on battlefields as far apart as Terra and Ultramar.



Teleport synchronisers set into the broad pauldrons of Saturnine pattern plate link to the teleportation transponders carried by senior officers, enabling those wearing this plate to be teleported to the battlefield.



Having witnessed first-hand at Istvan V the sheer power of Saturnine Siege-Terminator armour Perturabo, Primarch of the IVth Legion, was quick to adopt it into his own ranks. By the height of the Siege of Inwit in 012. M31, the Iron Warriors were able to field an entire heavy assault company equipped with the pattern, and many of these warriors participated in some of the most bitter engagements of the Siege of Terra, where they fought at Lion's Gate, Gorgon Bar and, appropriately, the Saturnine Wall.



— IST LEGIONES ASTARTES —

Dark Angels

Stark and uncompromising, the Dark Angels were the first of the Emperor's Legions and the truest to the mould from which the Legiones Astartes had been struck. They were killers of the purest and most refined kind, for whom there could be no other destiny but a lifetime of war and death in the name of the Imperium and Mankind. They did not build empires, made no attempt to master the ways of peace or the subtle skills of the artist, craftsman or diplomat. They offered no excuses for their nature and made no compromises in the pursuit of their assigned duty, shirking neither the price they paid in blood nor that paid in infamy and solitude. Their greatest battles are to be found in no catalogue of Compliance or roll of honour, no scholars or poets sing of these glories or remember those fallen in their prosecution, for they fought against foes so monstrous that it was deemed necessary that all mention of them be erased from history. Such was the nature of their service, not only to be prosecutors of the Great Crusade, but also to serve as the Imperium's most potent bulwark against the unknown terrors that lurked in the dark between the stars.



Primogenitor: Lion El'Jonson

Cognomen: (Prior) The Angels of Death,
(archaic) The Uncrowned Princes

Observed Strategic Tendencies: None; within the Legion there was at least one Host or Order dedicated to each discipline of war.

Noteworthy Domains: Caliban, Gramarye,
Terran Enclaves

Allegiance: Fidelitas Constantus

THE EMPEROR'S FIRST SONS

The heraldry of the Dark Angels proclaims their lineage as the first of the Emperor's Legiones Astartes, but other than that simple fact little is known of the origins of the Legion and its initial gene-stock. What is known with some certainty is that of all the many breeds of these post-human warriors, the Dark Angels were conceived by the Emperor as a template for those that would follow, distilled from the gene-code of the most stable of all his Primarchs and without any attempt to foster specific traits or curb the eccentricities of the stock from which they sprang. The diversity of their origins brought a wealth of disparate martial traditions into the fledgling Legion.

During the early years of the Great Crusade they were among the largest and most heavily armed of all of the Legiones Astartes. They fielded more warriors under arms, maintained a larger fleet and had access to weaponry more powerful than any of their brother Legions at that time. They learned and specialised in all forms of war, and their knowledge was passed on to the other Legions. They won countless victories for humanity in this formative age, the most notable perhaps being the Rangdan Campaigns, wherein more than 80,000 of the Legiones Astartes and uncounted millions of the Imperial Army gave their lives to hold back the hordes of the xenos Rangda and their cohorts, preserving the fledgling Imperium from destruction. It was during this time that the Legion was to be reunited with its Primarch – Lion El'Jonson.

THE HEXAGRAMMATON

The Dark Angels maintained a secretive and esoteric schema of heraldry and rank, each warrior being a member of an Order – an organisation of warriors which transcended Legion structure – and a Wing, as well as, in some cases, several other internal circles or councils outside of the traditional Legion hierarchy. In the days before the coming of the Lion, the ranks of the First Legion were organised into six 'Hosts' known as the Hexagrammaton, each with its own combat specialities and tactical doctrines, developed by veterans of the

Legion over long campaigns. Later, after reuniting with their Primarch, these Hosts would be refined and reorganised to become the six 'Wings' of the Dark Angels. The Wings were structures which sat outside of Legion rank, created such that warriors of many disciplines were available to respond to the need for their expertise in any war zone.



The Stormwing incorporated the majority of the Dark Angels line infantry, training battalions and mobile ordnance batteries within its ranks. The members of this Wing were drilled in the disciplined and stalwart arts of

close order warfare and set-piece battles, unshakable in defence and resolute in attack. Its veteran warriors were the core of the Legion's infantry companies, capable of executing complex manoeuvres and formations under the heaviest enemy fire. When the Legion took to the field of battle en masse, the veterans of the Stormwing stood in the front ranks, serving to steel the resolve of their brethren and to oversee the execution of orders in the chaos of battle.



The Deathwing excelled in special operations alongside other units of the Legion, especially as a counterpart to the more numerous Stormwing, with a multitude of sub-disciplines within its ranks. Most renowned among

its specialists were those dedicated to the role of line breakers, elite veteran infantry who served to shatter the enemy's formations and create openings for other units or Wings, and the Lifeguard cadre deployed to protect officers during battle. These Lifeguards were especially prominent, with few high-ranking officers in the Legion lacking a small force of Deathwing veterans sworn to give their lives to ensure their safety.



STORMWING ARMOURIAL
MkIII pauldron



DEATHWING HONOUR MARK
MkIII pauldron



TACTICAL LEGIONARY
MkII power armour bearing Legion armourial
alongside order insignia and standard tactical markings.



LEGION STANDARD
Banner of the 'Hosts of the First'



LEGION STANDARD
Emblem of the Hexagrammaton in
conjunction with winged sword



The Ravenwing were based around the principles of mobile attacks, of strike and fade tactics and skirmish warfare, and excelled at the use of light skimmers and aircraft, but also incorporated significant infantry assets. These were mostly reconnaissance squadrons, though among those were infantry units specialised in the use of Drop Pods and other orbital assault doctrines. When the Legion gave battle to a foe that sought to evade or confuse them, or one whose overwhelming power compelled them to counter it with speed, it was the warriors of the Ravenwing that took to the fore.



The Dreadwing are perhaps the most feared of all the branches of the Hexagrammaton. Garnering a reputation that far outweighed the Wing's influence within the Legion, the Dreadwing was composed of those whose role was the utter annihilation of the enemy, the salting of the earth, and breaking of worlds. When called out from the ranks, the initiates of the Dreadwing were experts in the brutal tactics of massacre, purge, and the deployment of Exterminatus class weaponry, though many also specialised in the use of terror as a weapon.



The Ironwing was dedicated to the use of overwhelming firepower on the field of battle, to confound the foe by means of barrage and conflagration, to defy their riposte with inviolate armour and carry the day by means of force alone. It was not a subtle Wing, composed as it was of the majority of the Legion's armoured vehicles, heavy Dreadnoughts and field artillery batteries. They excelled at the breaking of fortresses by superior firepower and the rapid onslaught of massed war engines to overrun and annihilate an unprepared foe in the open field.



The Firewing was the smallest of the six Wings of the Hexagrammaton, dedicated to all the bloody subtleties of warfare. It was the hidden blade of the Legion, the knife in the dark and the blade against the throat of the foes' commanders. Within its ranks were to be found an eclectic mix of stalkers, champions and Moritat killers, all bound by their shared expertise in the arts of blade and knife, duellists and assassins without peer.



THE PRIMARCH Lion El'Jonson

Lion El'Jonson was reared upon the dark, forested world of Caliban, and it was from that planet's culture that the Dark Angels draw many of their knightly traditions. Located to the far galactic north of Terra, close to dark and warp-tainted regions of space, Caliban was a planet of vast primal woodlands and savage great beasts, which preyed upon the feudal peoples of its lands. Before the Emperor was reunited with his lost son, Lion El'Jonson had risen to command a great knightly order and had become a master of its military.

A superlative and tempered warrior, the Lion took his place at the head of the First Legion, bestowing upon them the name 'Dark Angels', and found acceptance with his brother Primarchs. Despite this honoured place, the Lion remained apart, for though his strategic skill and talent with a blade rivalled that of Horus himself, the secretive mien of the Dark Angels and El'Jonson's own taciturn nature often led to distrust. Nonetheless, the Lion proved his ability many times over during the Great Crusade, and even when the title of Warmaster was given to Horus, his devotion to the Emperor did not falter.

It was during the Great Crusade that another momentous event would shape the destiny of the Lion and his Legion. In the midst of the Dulan Campaign, the impetuous nature of Leman Russ came into direct conflict with the meticulous tactics of Lion El'Jonson. When the Lion claimed a kill which Russ considered his own, the two Primarchs came to blows. The two Legions would become rivals, but also close brothers in arms; both were relied upon by the Imperium to vanquish the most terrible of foes, and trusted beyond all others to enact the grim will of the Emperor when the utter destruction of a foe's works and worlds was required.




IIIRD LEGIONES ASTARTES

Emperor's Children

The Legionaries of the Emperor's Children have always strived to be exemplars above all others in the arts of war. Paragons of martial virtue and excellence, scorning those who did not meet their standards. This led them to seek perfection in war as a fluid, lightning-quick force whose battles were preordained victories brought about by a combination of acute strategic planning and flawless execution. Always they sought greater challenges against which they could prove themselves and attained greater glories in turn.

From this vaunted height, the IIIrd Legion would descend into treachery and become the lowest and most vile of creatures, enslaved to pride and consumed by desires that no natural power could fulfil. The history of the Legion's deeds before its fall is not simply a history of what it was and what it achieved, but a history of how it created its own doom, for as the ancient texts say: "Pride goeth before destruction", and seldom has this proverb been more apt than in the case of the IIIrd Legion.



Primogenitor: Fulgrim

Cognomen: (Prior) None

Observed Strategic Tendencies: Combined Arms Warfare, the use of Complex Manoeuvre and Discursive Tactical Planning, Asymmetrical Assault.

Noteworthy Domains: Chemos (Primary), Terra (Tertiary rights)

Allegiance: *Traitoris Perdita*

THE MARTIAL BROTHERHOOD

Terran recruits for the IIIrd Legion were drawn from the noble houses of Europa, forming an aristocratic brotherhood bonded by martial pride. The Legion's gene-seed was free from flaw, and its warriors were given to a competitive spirit, eager to prove their individual superiority. The nascent IIIrd Legion was deployed not en-masse like its brother Legions, but in smaller cadres leading Imperial Army regiments, allowing its Legionaries to prove themselves as natural leaders with a superb ability to execute the intent and exceed the expectations of the Emperor in war.

The noble bearing of the IIIrd Legion's warriors made them ideal diplomats and emissaries, often afforded the honour of carrying the Emperor's standard. None were honoured more highly by the Master of Mankind; for after a cohort of the Legion sacrificed themselves to shield Him during the betrayal at Proxima, they were given the exclusive right to bear the Emperor's sigil, the Palatine Aquila, and he named them his 'Children'.

Though the Emperor's Children earned huge renown, their superlative rise was not to last. Just as the Great Crusade was beginning, the Legion suffered a tragic gene-seed crisis. Through treachery and viral blight, its reserves of gene-seed dwindled beyond replenishment. Withering to a shadow of the force it once was, attrition bled the strength of the Legion to almost nothing. With only two hundred warriors remaining, so few that each carried the banner of a perished Company, on the very brink of extinction the Legion was reunited with its Primarch and saved.

ORDERED PERFECTION

In the IIIrd Legion, every warrior was placed in a function best suited to their ability. Fulgrim maintained rigid order amongst the divisions of his Legion and command hierarchy, which were divided into strict lines of authority, with thirty Lord Commanders below the Primarch, of whom the first ten were exalted as 'Princes of War', forming Fulgrim's inner circle. Each Lord Commander led a chapter (named a 'Millennial') and authority descended through an elaborate and multi-tiered command

structure from company praetors down, with each Space Marine looking to his superior devoutly for leadership in a manner that bordered on a cult of personality. At their height the thirty Millennials numbered 110,000 warriors, though in the wake of the Istvan campaign it is believed to have been reduced to roughly half that, only recovering by the eve of the Siege of Terra through accelerated implantation and indoctrination procedures. Honours were common, but were gifted rather than assumed, and those granted by the hand of the Primarch were held in the highest esteem. Every warrior knew his place and value, and this translated into a level of personal commitment and bravery fuelled in no small part by an unshakable faith in their own superiority.

The Emperor's Children believed there was no sphere of warfare in which they could not excel, though they never possessed the numbers or the mindset to engage in brute attrition warfare, and so their primary consideration was to keep the Legion as intact as possible while achieving victory. One of their chosen virtues was lightning warfare, for they believed that speed and decisiveness assured victory over strength and endurance. Moreover, Fulgrim himself preferred swift and elegant combat styles, and many companies of the Legion adopted large numbers of jump pack equipped assault units, jetbikes and Land Speeders.

The emphasis on excellence led to the formation of a number of unique elite and specialised units such as the 'Sun-Killers' – lascannon-equipped squads formed from the crème of the Legion's heavy weapon specialists, or who fulfilled more formal roles such as the Phoenix Terminators, Fulgrim's praetorians, whose number was set at two hundred in memory of the first days of the Legion's rebirth. Single combat was encouraged as a primary martial tradition, the duel seen as the ultimate expression of a warrior's prowess. So highly regarded were the bladesmasters of the Emperor's Children that a semi-formal formation was allowed to develop whose membership existed outside of the rigid rank structure; that of the Brotherhoods of the Palatine Blades, who formed only for battles against foes deemed worthy of their attention.



THE PRIMARCH **Fulgrim**

Long-forgotten Chemos was a grey-skied and grey-skinned mining world, where hope was thin and drudgery the coin of life. Privation was common on Chemos and the isolated human population that abided there suffered slow decay. Despite all these hardships, Fulgrim rose quickly to power. Compared to the wretches that breathed the slow-poison of Chemos' polluted atmosphere, Fulgrim was pale-skinned and fine-boned, like some ancient paragon of grace given life. Ash white hair framed a handsome face and his violet eyes held a spark of delight. Fulgrim inspired hope with his intellect, his mien and his practiced humility in respect of his own brilliance.

Once reunited with his Legion, in war, thought, craft and creation he excelled effortlessly. He re-organised the Emperor's Children in a manner that suited his own exacting nature. Nothing was left to whim or chance; everything was deliberate and assessed for its aesthetic and functional value. Fulgrim was fond of remarking that if one was to excel then no detail was too small to consider, and that the quality of the whole lay in the quality of its constituents. In ordering his Legion, it is not surprising then that Fulgrim favoured formality, conformity and order, albeit with some leeway for flair. He sought to maintain the majesty of his Legion, recruiting from the ruling elite of worlds brought to Compliance. He was a being who revelled in the beauty of art, music and poetry, insisting that those around him were more than just warriors but artisans of the finest aspects of humanity.

Fulgrim's only flaw was his pride, and it is among the greatest tragedies of the Horus Heresy that one of the Emperor's most noble paragons would be corrupted through this weakness, and brought from the height of glory to the basest nadir of degeneracy.

In war, the Emperor's Children relied greatly on peerless strategic planning and the flawless execution of battle plans by individual warriors. Every aspect of battle was analysed and turned to advantage, from terrain and weather to logistical support and reinforcement, nothing was left to chance. This almost mechanistic approach to warfare had its dangers as well as its strengths, however, and should an entirely unforeseen contingency occur, or some crucial element or asset be unexpectedly removed, the Legion could be wrong-footed and thrown into confusion. However, for the most part, the strict and sure chain of command and the Legionaries' attention to detail and individual skill allowed them to execute some of the most complicated multi-tiered combined arms feats of any Legion during the Great Crusade.

In the last years of the Great Crusade, the pursuit of excellence became an arrogant assumption of superiority – the collection of laurels more important than Imperial Unity. It is likely that the overweening pride that had come to dominate the Legion's senior commanders forced them to walk the path of the Traitor rather than to accept the role of servants in a unified and peaceful Imperium. To become reduced to one amongst many was a fate that pride could not endure.

During the Age of Darkness, the practised excellence of the Emperor's Children was a brittle facade that concealed a swiftly growing canker. At the heart of the IIIrd Legion, Fulgrim and his Lord Commanders partook of sordid feasts and abhorrent bacchanals that defied both decency and sanity. With their leaders languishing in decadence, the Legion fragmented; many of its commanders blaming one another for their lack of perfection and settling matters of honour in bloody duels. And as Fulgrim sank into madness, his Legionaries followed, making of themselves fearsome instruments of terror in the process.





LEGION ARMOURIAL
MkIV pauldron



**UNIFICATION WAR
COMMAND VETERAN**
MkII pauldron



TACTICAL LEGIONARY
*MkVI power armour in standard Legion colours,
bearing tactical insignia accompanied by veteran or command honours.*



LEGION STANDARD
*Phoenixian devotion awarded after
Compliance of Okku*



LEGION STANDARD
Commissioned for Ullanor Triumph



IVTH LEGIONES ASTARTES

Iron Warriors

The IVth Legion was the cold-hearted battering ram of the Great Crusade, a maul used to tear down every impregnable fortress or unassailable citadel that dared to stand in the path of the Emperor's will. The Iron Warriors became a byword for relentless, punishing warfare and for mastery in siege craft, both in defence and assault. They took no pleasure in their duty, nor did they shirk from it. They saw war only in terms of cold logic; ensuring that the arithmetic and calculus of bodies and machines sent unto the meat grinder was always made to balance in their favour. Defeat was anathema to the Legion, and victory worth any price paid in blood.

The IVth Legion was ever dutiful, ever reliable, but never lauded. It was a Legion deserving of every glory enjoyed by its brothers, but time and again was overshadowed – a shining blade blunted in the mud of a hundred worlds. During the long and gruelling years the Legion spent on-campaign its warriors became embittered and distrusting of the Great Crusade which they served, and resentment festered in their hearts.



Primogenitor: Perturabo

Cognomen: None officially recognised. An informal designation for the Legion, the 'Corpse Grinders', was suppressed and use of it was categorised as an infraction of duty by order of the Officio Provost Marshal as '*corrosive to Crusade morale*'.

Observed Strategic Tendencies: Siege and Trench Warfare, Co-ordinated Mass-theatre Warfare, Armoured Assault, Planetary Decimation, Attrition, Retribution and Counter-insurgency Campaigns.

Noteworthy Domains: The satrapy of the Meratara Cluster, Olympia Majoris system (primary home world - Destroyed). Primus grade garrisons, keeps and bastion-holds established on at least seventy worlds, with an unknown number of additional secondary outposts and watch stations.

Allegiance: Traitoris Perdita

From its inception, the IVth Legion's gene-seed was highly adaptable and rates of implant rejection were low. This meant that the IVth's strength was built rapidly, expanding to several full battalions while other nascent Legions were little more than company musters. In turn the IVth Legion was swiftly put to active service. Thanks to its gene-seed, it was the most numerous Legion in the first years of the Great Crusade, and its forces were split between several of the first Expeditionary fleets.

The IVth quickly proved itself in battle, and for a time ranked highly upon the honour rolls of the Imperium. It was large enough to remain autonomous from the influence of the newly-found Primarchs, and remained stubbornly regimented in structure and doctrine. The Legion earned a reputation of approaching each enemy with an unaltered pattern of warfare; facing it down with relentless and meticulously applied force alone rather than cunning or heroics. This was a double-edged blade, for as other Legions attained their own characters they looked down upon the IVth as unimaginative, mechanistic and even honourless. Conversely, to the Great Crusade's High Command, these traits were desirable, making the IVth more reliable and more ready to accept command without complaint.

The IVth Legion could be split into contingents as needed by theatre commanders without the obstacle of a Primarch, and never baulked in their duties. Accordingly, the IVth Legion was increasingly used to fighting inglorious but vital campaigns of drawn-out, backbreaking war and was directed by the hands of others to dangerous garrisons; becoming a 'workhorse' Legion, relied upon not for any unique ability, but simply to follow orders. Over time, the Legion was exploited, bled through thankless attrition, outpaced in glory, and made resentful. It was to this damaged and disabused Legion that Perturabo came.

IRON WITHIN

Within the IVth Legion, Perturabo's word was law, and all his warriors were grist for the bloody mill of war. Promotion and advancement in the Legion's ranks was a matter of survival (both from the enemy and Perturabo's displeasure), and of specialisation. Honorifics and commendations meant little to the Iron Warriors, however, the high rank of Warsmith was awarded to the truest masters of the battlescape, amongst whom three were promoted to Perturabo's council - the Trident.

The principal strategic building block of the Iron Warriors was the Grand Battalion. This formation had a notional strength of one thousand Space Marines, but it also incorporated armour and artillery. Recruitment and reinforcement into a Grand Battalion was continuous to offset high attrition rates, causing strengths to fluctuate widely. Organisation below the strategic level varied by the demands of particular deployments, with common divisions rated as infantry Cohorts or heavily mechanised Grand Companies. Below this were the Line Centuries, comprising roughly one hundred Legionaries and a large complement of armour.

A system of orders existed outside of the Legion's main structure. Most renowned were the Stor-Bezashk, masters of siege and ordnance even among a Legion specialised in such tactics, and the 'Iron Havocs', marksmen of the most powerful weapons a Legionary could carry unassisted. The Tyranthikos or 'Siege Tyrants', were veteran line breakers equipped with Terminator armour. There also existed a series of warrior societies outside of the Legion's command structure such as the Dodekathemon, an order of competing masons and strategists in the arts of siegecraft; the Apolakron, those who experimented with the machine-craft of battle-automata; the Kheledakos, master shipwrights; and the Lyssatra, known as the 'Brethren of Thunder' or disparagingly as the 'burned men', whose obsession with devastation exceeded what the Legion considered practical.



THE PRIMARCH **Perturabo**

Perturabo was a ruthless and effective warlord; a master strategist whose razor-edged mind could fathom the hidden weakness in any enemy and exploit it with savage and decisive action. His capacity for learning was incredible, and his intellectual curiosity insatiable – he was gifted above all others in scientific and technical intelligence. However, from the outset he was a distant, calculating mastermind who cared not for others, nor readily deigned to explain his actions or intentions. This mattered little in the context of his use as a weapon for the Great Crusade, however, for Perturabo was formidable and could deconstruct and overcome any obstacle or cast down any foe.

When united with his Legion he reviewed their record and their doctrines against the Legions of his brothers, and found the IVth wanting. It was not enough for Perturabo that they were merely superior; their failing was that amongst the Legions they were not already supreme. His punishment was decimation – putting one in ten of his Legion's warriors to death. While outsiders were horrified by this seemingly wasteful action, to Perturabo it was a calculated and cathartic act, purging his Legion (and by extension, himself) of the weakness which pervaded it, and proving to all that he was first among his brothers in ruthlessness, decisiveness and willpower.

At every level, the Iron Warriors Legion was a formidable provision. The Legion took a practical approach, using equipment selected foremost for reliability and ease of repair, function taking precedence over form. Of note was the huge number and diversity of armoured vehicles and artillery support assets fielded by the Iron Warriors, which were regarded as almost disposable owing to the Legion's capacity to quickly replace such assets. Its munitions and armour reserves were also estimated to exceed that of several other Legions combined.

IRON AND BLOOD

Perturabo demanded that his Legion would be a peerless engine of war. He rebuilt it in his own design, and it operated as a cohesive, determined and disciplined force – an army whose task was to overwhelm its foes by the most efficient methods possible, destroying utterly the enemy's ability to resist. The Legion was technologically proficient, and preferred to strike always from a position of overwhelming superiority, bringing maximum force directly to bear. They favoured use of massive, focused bombardments as a precursor to attack. The calculation of fields of fire, the use of high-intensity shelling, and the deployment of heavy armour and mechanised forces to spearhead assaults were the Iron Warriors' stock-in-trade.

Under Perturabo, the Legion's character was amplified – where once the Legion had been ruthless in its willingness to accept losses in return for victory, now it was utterly driven to the point where such considerations were far beneath it. The Legion's acceptance of mass casualties as the price of victory made it excel at siege warfare of the most vicious kinds. War became a deadly equation, which the Iron Warriors were supremely suited to solve; a relentless, unyielding engine of steel and fire which swept worlds clean and devoured whole armies. The Iron Warriors suffered the highest casualty rates of any Legion, yet through the cruel genius of Perturabo's calculus it absorbed these mass losses without serious damage to its combat effectiveness.

In a dark twist of fate, Perturabo would frequently expend the forces of the Excerptus Imperialis as sacrificial cannon fodder, to deplete the enemy's munitions, or to simply gauge their strength before committing his Legion. This tarnished the Legion's once-pristine reputation with the War Council and, as a consequence, relegated it to hopeless wars in forlorn corners of the galaxy, only furthering the growing bitterness of resentment felt by its warriors.



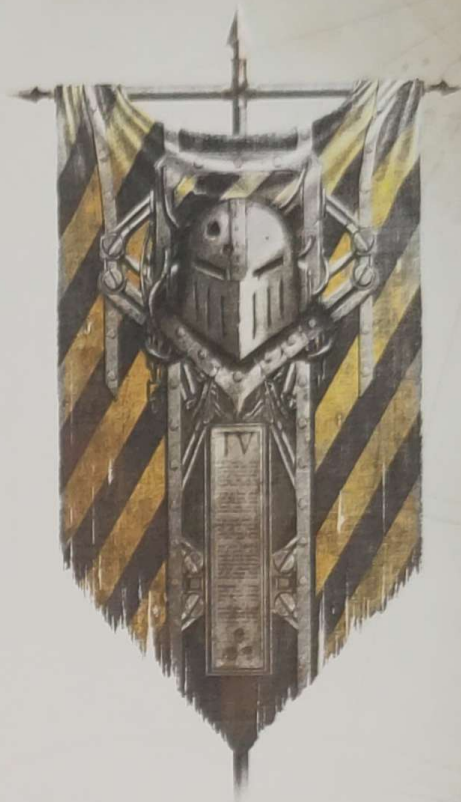
LEGION ARMOURIAL
MkIII pauldron



Field-modified MkIII pauldron



TACTICAL LEGIONARY
*MkIII power armour adorned with standard
Legion armourial device and tactical markings.*



LEGION STANDARD
*Borne by three successive bearers
during the final battle of Thranx*



*Tigrus pattern
bolt pistol*



*Thunder
Edge pattern
chainsword*



VTH LEGIONES ASTARTES

White Scars

The warriors of the Vth Legion were the pathfinders of the Great Crusade, ever forging a path through uncharted territory far beyond the borders of the expanding Imperium, and oft forgotten by the chroniclers that followed in conquest's wake. Organised into small, mobile units, the Vth Legion ran before the armies of the Emperor during the final conquests on Terra, and then across the stars, sowing confusion and death amongst their foes. They were the swift blade that probed for weakness before a sudden and deadly strike, not the sledgehammer that some of their brother Legions had become. Theirs was the lightning that struck from clear skies and withdrew without a trace, leaving only ashes behind.

The White Scars were often overlooked and considered the outcasts of the Legiones Astartes, operating so far from the Imperial Core and being culturally so distinct from the Terran norm. Though alternatively disdained or unremembered by most, it would be the Vth Legion that would overturn the scales of destiny itself.



Primogenitor: Jaghatai Khan

Cognomen: (Prior) Various (e.g., The Pioneers, Star Hunters, Blood Debt, Vanguard, Grey Ghosts)

Observed Strategic Tendencies: Shock Assault Strikes, Highly Mobile Hit and Run Campaigns and Extended Unsupported Operations within Hostile Domains.

Noteworthy Domains: Chogoris/Mundus Planus (Primary), Terra (tertiary rights), the Kolarne Cluster (multiple tributary domains)

Allegiance: Fidelitas Scindo

THE EMPEROR'S VANGUARD

From their inception, the Vth Legion were held apart from their brothers, rarely being found in massed ranks among the assembled hosts of the Unification Wars, yet they were one of the first Legions to draw blood in the name of the Emperor. Taken first from the technomadic tribes of the Thulean Basin, whose hardy stock had traversed those icy wastes in vast mechanised crawlers throughout the long years of the Age of Strife, and later from the wider stock of Terran recruits, the warriors of the Vth Legion were the Unification's eyes and ears. While some of the earliest Legions were committed to the front lines of the initial conquest alongside the Emperor's Thunder Warriors, the Vth Legion was granted the solitary duty of seeking out the hidden fastnesses of the many gene-wrought demagogues and warlords that ruled the war-ravaged face of Old Earth. Always they were pioneers, used in reconnaissance and sudden shock assault, and where they could not eliminate an enemy outright, they gathered information on the foe's strength and force disposition, acting as the vanguard for a reserve Imperial host.

As the Emperor's war for galactic reconquest moved outward from Terra, the Vth Legion moved ahead of the Expeditionary fleets. For over half a century, the Vth fought a lonely, piecemeal crusade, each of its companies separated by such distance that its flotillas slowly began to lose any sense of unity with their brethren. Each of these Pioneer Companies, their many acts of heroism beyond the leading edge of the Emperor's ever-expanding domain, garnered little praise or attention amongst the lords of the Imperium. There in the outer darkness, shorn of supply and reinforcement, was the basis of the White Scars' mastery of hit and run warfare established by necessity; for they simply could not afford to engage in protracted wars of attrition.

THE GREAT HORDE

The Vth Legion has never adhered closely to the strictures of the *Principia Bellicosa*, a deviance which only grew under the command of the Great Khan. Lacking in the numbers that allowed many of the other Legions to operate as fully-fledged war hosts, the Vth Legion was originally organised into small Pioneer Companies, each operating as a separate, fully autonomous and independent force. This independence of operation and command was both a necessity due to the size and mission of the early Vth Legion and a legacy of the fierce spirit of its original recruits.

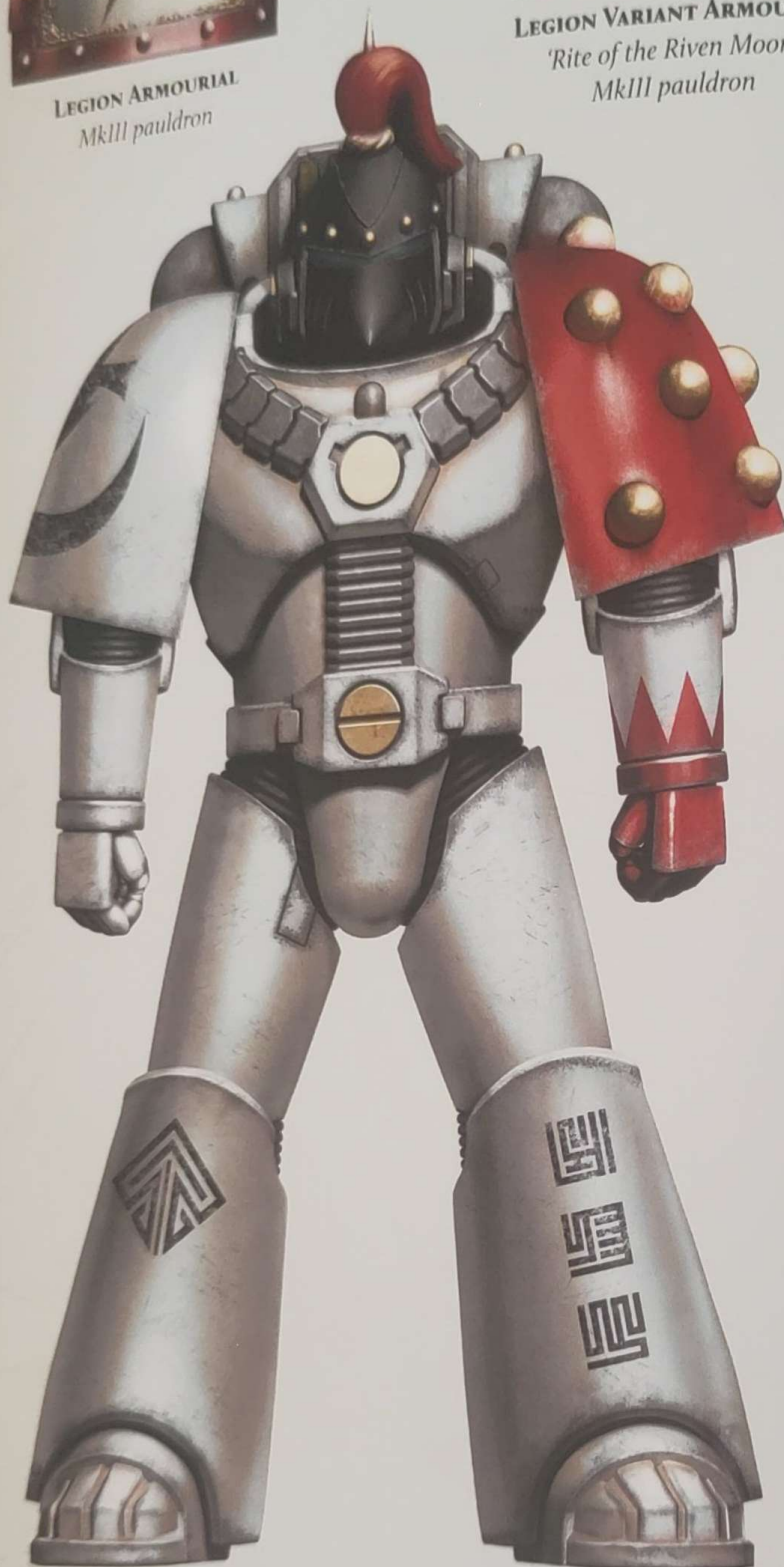
When the Great Khan took command of the Legion, he reformed these warriors into a number of flexible 'Hordes' equivalent to groupings of a number of chapters. These formations stood above the 'Brotherhood' or company level in the Legion's structure. In creating his new Legion, the Great Khan was careful to split up the old Pioneer Companies, mixing warriors of differing origins together with new recruits from his home world of Chogoris to constitute the new Hordes. The other main organisational unit within the White Scars, the Brotherhood, was a unit roughly equivalent to the standard company. Just like the larger Hordes, each Brotherhood varied in size quite widely, with some being formed of less than a few hundred warriors and others up to several thousand. Typical Brotherhoods were almost always mechanised cohorts, in that the entire force of the Brotherhood was either mounted on jetbikes or supplied with other forms of transport to enable rapid deployment and high speed onslaught or pursuit operations. However, some specialised Brotherhoods comprised dedicated artillery trains and slower moving vehicles of war or lighter skirmishing and reconnaissance units; the Legion remaining a flexible force able to prosecute any form of warfare.



LEGION ARMOURIAL
MkIII pauldron



LEGION VARIANT ARMOURIAL
'Rite of the Riven Moon',
MkIII pauldron



INDUCTII LEGIONARY
MkVI power armour in Inductii heraldry, bearing the
emblem of the Brotherhood of the Black Khetan.



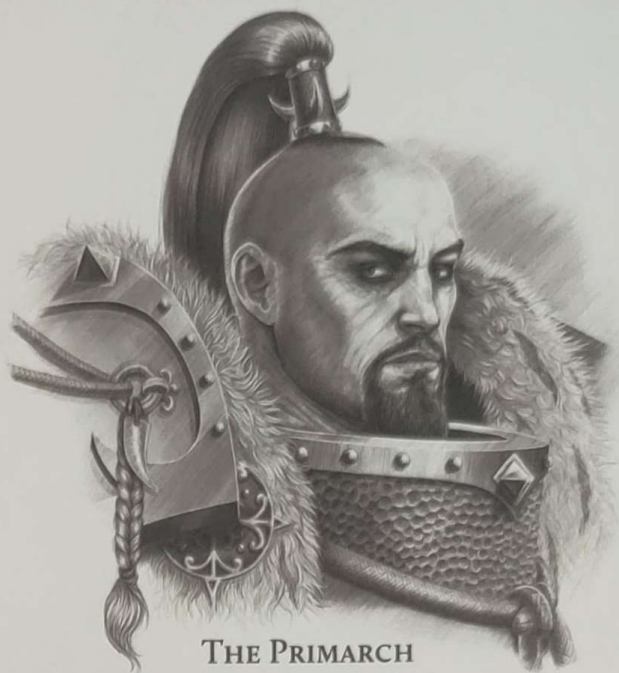
BROTHERHOOD BANNER OF THE
BROTHERHOOD OF THE BLACK AXE
Lost to Alpha Legion during
Chondax Campaign



BROTHERHOOD BANNER OF THE
BROTHERHOOD OF THE GOLDEN STAR
Byfrust Battle Honour

Most Brotherhoods also included what the White Scars referred to as a Keshig, which indicated a body of troops somewhere between a lifeguard for the Khan and an elite reserve intended to bolster both the fighting spirit and tactical firepower of the line troops. Given the overtly aggressive nature of most White Scars tactics, these units often formed the forefront of any assault, and most often contained the most skilled and experienced warriors within the Brotherhood.

Several bodies of warriors also existed outside of the Brotherhood structure. These included the Karaoghlanlar, the 'Dark Sons of Death', destroyer cadre warriors deployed in combat when the utter annihilation of the enemy was required, as well as for certain ritual roles in the wake of key campaigns. The Burgediin Sarhvu, the 'Falcon's Claws', served as hunters and forward scouts, experts in survival and the quiet elimination of enemy commanders. The Kharash, less a formal order and more a temporary assembly of penitent or glory seeking warriors, was assembled whenever the need for a diversionary or shock assault force arose. The Uhaan Solban, omens of ill-fate, comprised almost every one of the limited number of Dreadnoughts in service with the White Scars. The Akoghlanlar was the Legion's expanded Apothecarion. The White Scars also made use of so-called weather-witches or Stormseers; a cohort of battle-psykers which was maintained even after the Edict of Nikaea.



THE PRIMARCH **Jaghatai Khan**

Jaghatai Khan, the Warhawk, was reared upon the wild planet of Chogoris. A wilderness of sweeping plains, forests and mountains, its tribes fought constantly, though all would ultimately submit to the might of the Khan of Khans, as Jaghatai came to be known. When the Emperor came to Chogoris and granted Jaghatai domination over the Vth Legion he was still possessed of a mien born of the vast wilderness, and despite having already mastered the strategies of conquest, Jaghatai Khan was unfamiliar with the advanced technologies of the Imperium. Nonetheless, the Khan shaped his Legionaries as he would the plains warriors of his home, testing his new sons in bloody trials and gruelling contests of skill and strength.

The Great Khan gave his disparate sons more than honour scars, he also introduced a united cultural identity in the Chogorian mould. He encouraged his Legionaries to take pleasure in their duty, and to study the 'Noble Pursuits', as they were known on Chogoris – such arts as calligraphy, hunting and the telling of ancient tales. He made the ways of Chogoris the Truth of his Legion, a strange blend of practicality and superstition that was ill at ease with the strict tenets of the Imperial Truth. Jaghatai's refusal in later years to amend the practises and outlook of his Legion to more closely fit the Imperial Truth was yet another source of conflict between the Great Khan and some of his brothers, notably zealous Lorgar and overbearing Guilliman.

In every battle in which he fought, Jaghatai led the assault. He was ever to be found where the fighting was most intense. It was to Jaghatai and to each other that each White Scar was bound; not to the distant dream of the Imperium or any one of its worlds, but only to the Khan of Khans and the savage joy he took in war and in life.



VITH LEGIONES ASTARTES

Space Wolves

The VIth Legion always remained apart from its fellows; its origins shrouded and its reputation fearsome. Unexpected violence was its calling card – the Legion's campaigns unsubtle but brutally swift. It was a peerless shock-assault force, and tireless in both pursuit and hunter-killer roles. Like its namesake, the wolves of Old Earth, the VIth Legion's assaults resembled calculated exercises in ferocity aimed to tear and rend until the foe lay in ruins or was driven to its death.

The Legion's warriors were hunters who reaved a bloody path across the stars of the Great Crusade, but did not stray far from the shadow of the Emperor. The Space Wolves were kept under the tight control of the Imperial Court and unleashed at the Emperor's command as a bloody-handed tool of punishment. The warriors of the VIth Legion knew well that they were not the builders of empire, nor were they the watchers on its walls, or lock-step soldiers who cared for bright pageantry – they were simply predators, thus they had been made, and woe betide any who fell into their jaws.



Primogenitor: Leman Russ

Cognomen: (Prior) None officially recorded, but various informal and idiomatic cognomen inconstantly used such as the Sky Warriors, The Emperor's Executioners.

Observed Strategic Tendencies: Shock Assault, Search and Destroy, Pursuit Operations, Punitive and Excoriation Campaigns.

Noteworthy Domains: The death world of Fenris (Enforced Dominion), Lucan (Tertiary rights)

Allegiance: Fidelitas Sine Recursu

JACKALS BEFORE WOLVES

The origins of the VIth Legion were held in utmost secrecy by the Emperor. Legion recruits were drawn not from Terra's nation states but selected on an individual basis from the most barbaric, regressive and hyper-violent of cultures; those who held to no collective identity and could be moulded into weapons without prior imprint. Their gene-seed was carefully segregated – it was extremely prone to fatal rejection and, for reasons unknown, the VIth gene-strain often imparted a distinctly bestial countenance on those candidates that survived implantation. Because of this, the Legion was one of the smallest and slowest to grow in the years before reunification with its Primarch.

Given its small size, the VIth Legion served alongside Auxilia forces in major campaigns, or fought in smaller missions to destroy particular knots of enemy resistance in shock assaults. Over time, the Legion developed particular expertise conducting rapid operations and punitive actions against rebellion. However, its members quickly earned a grim reputation as butchers amongst those they fought alongside, and were often accused of indiscriminate slaughter and collateral damage, or even on occasion of killing allies.

The Legion was not focussed or precise; it was a force of nature unleashed, more a raging fire or tidal wave than an assaulting army. Its warriors reaped destruction, claiming no strategic assets and holding no ground but rather subjecting enemy forces to savagery and brutality. Such behaviour was feared by many in the Imperium, and the VIth Legion's future was uncertain until Leman Russ was rediscovered early in the Great Crusade.

LONE WOLVES STALKING THE STARS

The misdemeanors of old were made good under Leman Russ. The Legionaries' blood lust was brought under control with discipline and iron will, and their rage tempered by oath-sworn loyalty. Russ gave his Legion pride in what it was, pride in the power it wielded, pride even in the monstrous violence which lurked within its heart, but with all this he did not allow its warriors to crave glory for their own sake, nor drink too deep of the bitter draft of mindless bloodshed. He gave them purpose and

he gave them honour, bleak as it was. They served only the Emperor, their 'Alfather'. That duty was a sacred one, for the Space Wolves were wrapped in a cloak of secrecy and a superstitious mythos of their own making, abhorring so-called 'witches' and spirits and revelling in their own poetic sagas. This was reinforced through psycho-indoctrination to protect their minds from the horrors they were forced to perpetrate and witness in the name of the Imperium.

For a brief period under Russ, before many other Primarchs had been found, the Legion earned respect and renown, and commanded the might of many Imperialis battalions and other Legions in addition to its own Auxiliaries. Russ was a field general of surpassing skill, and enacted scores of successful Compliances. However, many of the Space Wolves' campaigns were unavoidable grinding horrors and terrible wars of genocidal cleansing, the Legion choosing to focus its brutality against rebels who they cursed as 'oath breakers' and punished with excessive savagery. These wars, and conflicts such as the cataclysmic Rangdan Xenocides, redoubled the Legion's dark reputation – painting Russ, not as a noble savage, but as an executioner and blood-spattered tyrant – and soon the Space Wolves were so feared by the Great Crusade's own forces that they stalked the stars alone, and could only be recalled by the Emperor himself.





TACTICAL SQUAD
*Later Great Crusade Armourial,
 MkIV pauldron*



DESTROYER SQUAD
*'Horns of Winter' icon,
 MkIII pauldron*



TACTICAL LEGIONARY
*MkII power armour with Legion armourial and stylised tactical
 squad markings supplemented by specific pack markings.*



LEGION STANDARD
Ovekra Compliance. 'Land Scourer'



*Legion-specific combat shield and
 power axe, Fenrisian origin*

A LEGION CLAD IN ALLEGORY

Fenris hosted 'The Fang', an enormous fortress carved from a mountain by Russ and the Emperor through the expenditure of vast resources, uniquely allowing the Space Wolves to be entirely self-sufficient from both Terra and Mars. It hosted all the facilities of gene-seed implantation, training, forging of arms and armour and psycho-conditioning needed by the Legion to survive. This autonomy would prove a prescient boon as the Legion became removed from the wider Imperium. Within the Fang, the Legion's ranks and legends grew and took on a new shape.

The Legion was organised unlike any other, with thirteen distinct Great Companies each nominally consisting of 10,000 Space Marines that competed for glory and the favour of their 'Wolf King', Leman Russ. These had diverse characters such as the First Company, 'Onn', which were the 'Varagyr' elite – the 'Wolf Guard' of Russ' own household – and the Seventh Company, the so-called 'Landayvan' destroyers and layers of waste. Each Great Company was led by a 'Jarl' or 'Wolf Lord'. Under these Jarls were many lieutenants, named 'Thegn' or 'Claw Leader', and the number of Thegns was very much at the discretion of the Jarls, who ruled their companies as a wolf leads a pack. The Thegns were in turn responsible for any number of packs (variants of small tactical units or taskforces), which each had a 'Huscarl' leader to keep its warriors in line.

The Space Wolves were heavily infantry-focussed in their martial ways. Packs were conditioned to hold a near-suicidal disregard for danger and trained to exploit this to the fullest extent on the battlefield, pitting their courage and might where it would be most effective; in the very teeth of the foe, overwhelming opponents by sheer speed and ferocity of attack, both in hand-to-hand combat and in brutal short ranged fire fights. As time went on, tactical dispositions shifted to better accommodate this preference, leading to the creation of unique shock units such as the 'Grey Slayers' and 'Bloodied Claws', which gradually came to comprise the bulk of the core infantry of the Legion.



THE PRIMARCH Leman Russ

Leman Russ was the so-called 'Wolf King' of the primitive death world, Fenris. A world that should not be possible, Fenris' ecology of burgeoning megafauna, its shifting geology of frozen seas and molten islands, its storm-wracked climate of helwinters and burning summers, and even its extant path through space represent paradoxes of and contradictions of nature. It is speculated that Fenris was perhaps artificially constructed in a bygone epoch so as to create the exact conditions required for precisely one thing – raising a hardy, savage warrior race and their king. There would be no bright towers and industry for Fenris under the Imperium; its conditions would be carefully preserved and shrouded in deeper myth by Russ and the Emperor.

Leman Russ' early history is remembered through allegorical accounts that speak of his upbringing by a pack of wolves; the barbaric wars he fought for supremacy and that, when he met his father, he challenged Him to contests of strength, wit and will like the Norsic kings of Old Earth. What is fact, is that Russ himself was not a savage but possessed of dazzling intellect and a singular cunning – giving his rivals the impression of dull-witted barbarity while holding logic and reason as high virtues. Though he embraced Fenris' culture, was headstrong and defined right and wrong in the starkest of terms, Russ took easily to his role in the Imperium; absorbing readily its advanced technology and accepting the Emperor's vision of galactic Unity. His testing and training was brief compared to other Primarchs, and he quickly took full command of his Legion – one that could now thrive with the stabilising intervention of his 'canis gene-helix' upon its gene-seed. Russ ultimately reshaped the VIth Legion – a force which notoriously disrespected high authority and followed only strength – with the tradition of Fenris, tempering their feral nature and commanding their respect by will and deed.



VIITH LEGIONES ASTARTES

Imperial Fists

The Imperial Fists were driven foremost by the ideals of Unity. They stood alone as a pillar of stability upon which the foundations of the Imperium were built. They were ever true, unswerving from the toll demanded by war and bearing the weight of loyalty without breaking. To the Imperial Fists, no sacrifice in the line of duty was too grave, and they refused to flinch in the fulfilment of their oaths. They were the noblest exemplars of the highest ideals and aspirations of humanity, and for this reason they stood by the Emperor's side more than any other Legion during the Great Crusade, as instruments of his will. And in the Imperium's time of greatest need, it would be the unyielding Imperial Fists who were its final defence.

There was a Legion of stoic crusaders, architect war-masons and voidsmen without equal. The Imperial Fists were masterful in both attack and defence, fighting with unshakeable discipline and with methodical application of force. As the Imperium expanded ever outwards, they were to be found always at the leading edge, embodying the Great Crusade's spirit and constructing mighty fortresses at the sites of their victories to act as much as garrisons as beacons of Unification.



Primogenitor: Rogal Dorn

Cognomen: (Prior) None. Informally: The Stone Men, The Iceborn, Sentinels of the Void, The Defenders of Terra, His Protectors.

Observed Strategic Tendencies: Ship-borne Assaults and Boarding Actions, Defensive and Fortification Operations in Extremis, Stronghold Assaults, the

Conquest and Forced Compliance of Void-faring Civilisations

Noteworthy Domains: Terra, Inwit and the Solar Domains

Allegiance: Fidelitas Totalis

ZEALOUS CRUSADERS

The VIIth Legion was created to secure and consolidate the realms of Mankind, beginning with the newly-conquered territories of the Unification era. It drew recruits from every region of Terra. The Legion's gene-seed implantation inflicted intense pain, and only the hardiest stock was suited to surviving such a process. Nonetheless few initiates lived to become Legionaries, and those that did were taciturn, dour and grim of nature.

At their root, the Space Marines of the VIIth Legion were crusaders. In war they sought conquest with a focused hunger, favouring massed shock assaults using their full array of weaponry. Multiple battalions often took to the field en-masse, breaking enemies with hammer blow force. They were the very hand of the Emperor that descended and gripped worlds with an unbreakable fist – a feat for which he honoured the Legion with its name. But simple victory was not enough; to conquer one had not only to defeat one's enemies, but to hold the prize of that victory. The VIIth Legion would raise bastions within days of victory, and across the galaxy their fortresses gazed down on those who dwelt in the land around; a constant sign that the strength which had conquered them remained, rooted into the earth. These fortresses solidified conquests, and ordered domains sprang up around them, replacing what had been broken with something far stronger. After each conquest, more warriors were inducted into the Legion. However, the VIIth did not linger, but drove ever on, without pause or respite. Nor did it administer, or draw up and enforce laws – the Imperial Fists were warriors of the Imperium, not its masters, and they existed only to serve in war and die for its ideals.

THE FOUNDATIONS OF IMPERIUM

The discovery of its Primarch and the planet which had raised him only strengthened the character of the Imperial Fists, and their integration was swift and complete. The Legion's organisation aligned with the strictures of the *Principa Bellicosa* set down by the

Emperor, for Dorn was practical, seeing no need to change an effective structure. Its numbers remained largely stable throughout the Great Crusade – in the region of 100,000 warriors, subdivided into many companies, ranging in size from a handful of squads to several hundred Space Marines, the numbers of which waxed and waned due to battlefield attrition and recruitment. These companies were grouped into flexible battalions based on the needs of particular deployments rather than as standing formations, and larger battalions were called a 'Crusade' or 'Household'.

Company-level captains were functionally the most senior ranks in the Imperial Fists' hierarchy, with every warrior in the Legion obedient directly to Rogal Dorn and above him, to the Emperor. However, while Dorn maintained no fixed inner circle of advisors – his council was whoever stood beside him in battle – he honoured many captains of skill and merit with additional authority. Commanders of appointed theatres were given temporary titles and afforded the greatest respect; these were the Marshals, Fleet Masters and Siege Masters. Lord Castellans were senior masters of defence appointed to garrison and hold conquered sectors of space, and Lord Seneschals were responsible for the crusading strategies of whole spheres of the galaxy. Above these stood the First Captain, Sigismund – renowned as the greatest warrior of the Age.

Sigismund was master of the Temple of Oaths, which bound each Legionary to their purpose, and of the First Company, the Templar Brethren, which numbered 1,000 warriors; each a tempered exemplar of the spirit of the Legion and the Great Crusade. Many other storied veteran sub-divisions formed in the Legion over the course of the Great Crusade, such as the Phalanx Warders, specialists in the desperate confines of Zone Mortalis warfare, whose charge was the defence of the Legion's flagship, the *Phalanx*, and the Huscarls, an elite bodyguard cadre sworn to the singular purpose of defending Rogal Dorn himself.



LINE COMMAND HERALDRY
MkIV pauldron



**INFORMAL DESTROYER
VARIANT HERALDRY**
MkIV pauldron



MkVI HELM
Standard tactical variant



TACTICAL LEGIONARY
*MkIII power armour adorned with standard
Legion armourial and tactical signifiers.*



*Thunder Edge
pattern chainsword*



*Krak grenade, frag grenade and
MkXIX Lucifer pattern melta bomb*

Favoured by Terra and the manufactoria of Sol, the Imperial Fists were blessed with the cutting edge of Imperial wargear and technologies, and were often the Legion chosen for testing advanced weaponry such as the assault cannon. They were amongst the strongest proponents of the development of Tactical Dreadnought Armour, and fielded a significant number of squads equipped in all variants of Terminator armour. Furthermore, they fielded a larger complement of heavy tanks and more Dreadnoughts than many of their brother Legions – the hardiness of their Legion stock contributing to the high survival and internment rate.

The last great facet of the Legion was the strength of its fleet. This comprised over 1,500 capital warships under direct command, and many more bonded by oath and fealty. This naval might was the greatest of any of the Legiones Astartes, and was further enhanced by the fact that many of the ships were the largest in the Imperium. Of these the greatest was the *Phalanx* – a pre-Imperial relic of vast size and unimaginable power that dwarfed entire attack fleets by comparison. The *Phalanx* was, perhaps, the largest voidcraft in the Imperium, more battle-station than ship, and served as the Imperial Fists' principal base of operations in the Great Crusade. The Imperial Fists also built many space forts, and were the preeminent masters of high-intensity ship-to-ship warfare in the cold void, seeing a space battle as a natural extension of a siege, divorced from gravity and in three dimensions.

At the very end of the Great Crusade, Dorn and his Legion returned to Terra to guard and fortify the seat of Imperial power. Across the northern Segmentum Solar, Dorn erected and coordinated the 'Gauntlet of Stone' – a line of defence which would hold the Traitor onslaught for a decade across the vital void channel of Paramar, Beta-Garmon and Lorin Alpha. The Legion would fight bitter and desperate defences and was instrumental to the Loyalist efforts at the Imperial Core. When Horus brought his hordes to Terra, Rogal Dorn commanded the Imperium's defiance, and without the sacrifices of the Imperial Fists all might have been lost.



THE PRIMARCH Rogal Dorn

Inwit is a world of death and merciless cold, home to warring nomadic ice clans. Inwit's denizens are not unsophisticated; rather, their world is consciously preserved to teach its denizens strength. Long ago, the people of Inwit carved their own realm from the stars, conquering dozens of worlds, yet their rulers chose to keep to the old ways, living harsh lives like their vassals. It was there that Rogal Dorn ruled. His qualities married perfectly with those of hard, cold Inwit, and he pushed its empire further, ordering its armies, and fashioning spacecraft the like of which had not been seen before. When the Emperor was reunited with Rogal Dorn, he regained not only a lost son, but the strength of a star spanning society already forged into a tool of war.

Rogal Dorn was possessed of a single-minded energy tempered by a reserved and stoic nature. During rare shows of emotion, he was capable of shaking the ground; his cold rage is said to have held battlements as much as the arms of those standing upon them. Dorn was also an idealist – to him, the reasons he fought were as important as the outcomes of his efforts and he believed utterly in the Dream of Imperium. When he fought, he did so with neither bombast nor humility, but with a frightening and confident competence, always balanced and methodical, his every blow a precision calculation of force.

Rogal Dorn's was perhaps the greatest strategic mind in the galaxy; however, he was blunt and uncompromising in both his ideals and their expression; his manner often vexing as much as admirable. For all his unsubtle statesmanship and his unbending nature he was named the Praetorian of Terra, and Horus the Warmaster – a balance of power upon which the course of history would turn.




VIIITH LEGIONES ASTARTES

Night Lords

The VIIIth Legion was a force that shaped cruelty and fear into a weapon. It was known foremost for its disproportionate and merciless application of force – its first blow an atrocity pitched with such wanton brutality that it forced entire populations into abject surrender and desperation to avoid suffering the same fate. For foes who refused to capitulate, the Night Lords reserved a singular talent for murder. Its warriors were a grim function of necessity, a terrifying force of monsters created to drag a barbaric age into the light. However, such monsters would not long stay leashed to the Imperium.

In its final days, the Legion would become an undisciplined mob that came to see cruelty as its goal and not the means to a worthy end. It was no longer a precise weapon of war but an indiscriminate scourge. As was fitting for a Legion of such ill-repute and terrible mien, it would not go meekly to meet fate nor accept without bloodshed an end to the path it had chosen to walk. Amid the turmoil and destruction of the Horus Heresy, the Legion would turn upon itself in an orgy of violence in an effort to sever itself from a singular curse: its own Primarch.



Primogenitor: Konrad Curze (the Night Hunter)

Cognomen: (Prior) None recognised. Informally: The Night's Children, The Terror

Observed Strategic Tendencies: Punitive Actions, Decimation, Enforced Pacification, Terror Assaults, Psychological Warfare

Noteworthy Domains: Nostramo (destroyed), Tsagualsa

Allegiance: Traitoris Perdita

HEARTH OF DARKNESS

The VIIIth was soaked in blood from its very birth. The Legion's first recruits came from the prison sinks of Terra, vast underground caverns where generations of transgressors struggled in blind darkness. Strength, ruthlessness, cunning and cruelty were vital to survival in the lightless warrens; qualities which paired perfectly with the Legion's gene-seed. This gene-strain gave the sons of the underworld the ability to see through darkness to a degree that far exceeded that of other Legions. This gift was also a curse, forcing them to see the light of suns through flare buffers; even though they now stood in the world above, the warriors of the VIIIth still walked in the night.

The warriors of the Legion were creatures made to live in the dark, and to fight a war for a future of light – at their core, they were creating a future without creatures of their kind. During the Great Crusade, the VIIIth Legion was used to bring to heel those who believed that the sins of the past could live on in the Imperium. The warriors of the VIIIth tended towards moral absolutism in which there were no degrees of guilt, and they meted out only retribution. Their cold justice brought light to the darkness in which monsters dwelt, and as this light of illumination swept across the galaxy it became increasingly obvious that there would soon be no dark realm left for the Legion itself.

LORDS OF THE NIGHT

Konrad Curze was the Dark King of his Night Lords. He maintained a court of his most useful sons named the 'Kyroptera', its members officers from across the Legion. They were the ruling elite of the Night Lords and, alongside them, served the Atramentar; a formation equipped with Terminator armour. Within its ranks were the Contekar; haughty true aristocrat sons of Nostramo who vied for power, and were willing to take any murderous measure to earn a seat on the Kyroptera. This Terminator host was the coldly brutal personal command of the First Captain of the Night Lords, Jago Sevatarion, and they were his enforcers of order within the Legion.

Beneath the Kyroptera were the companies – malleable in size and in authority, with inconsistent ranks for their captains, such as commander, Master and Regent. Violent rivalry was endemic and command structures fluid as a result. Officers and squads were fiercely individual, bearing monikers to set them apart from each other. These titles had echoes in the nobility and gangs of Nostramo, such as 'Talonmaster' or 'the Bloodless'. Many were insults that either stuck or were adopted by their bearers out of perversity. Almost all squads within the Legion had a name that they used in place of a designation, so that squads within a company might be referred to as Claws, Talons or a number of other epithets. This complexity masked a surprisingly efficient and flexible approach to warfare which allowed the Legion to operate with a high degree of fluidity and to be readily fractured into autonomous units or combined into ad hoc formations as their master dictated.

The Night Lords followed the *Principa Bellicosa*, albeit with a lower proportion of breaching or siege configured formations. They also had a number of unique units: the infamous Terror squads, whose sole purpose was to instil a state of horror in their enemies, and the Night Raptors, who would soar above their enemies trailing the bloody remains of their kills. Emblems of terror were a mark of pride within the Legion, and they embellished their weapons with grotesque craftsmanship. Furthermore, they habitually adorned their armour and vehicles with mutilated trophies, and made an art of flaying and displaying the dead in order to sow fear among their foes, or else lit their armour with brooding displays of lightning. There was method in this madness, at least at first; such grisly displays were a clear signal to their foes saying: "This fate will be yours to share".

The Night Lords were naturally rebellious given their feral origins, and as the Age of Darkness progressed, Curze descended into insanity, abandoning his sons and causing his Legion to fracture and fight its own private rebellion of sullen fratricide. Some within the Legion relished the freedom given to them by the failure of Curze, regressing to a collection of disparate warbands, whilst others, retaining the brutal honour that had once been the heart of the Legion, cleaved to the Warmaster's cause.



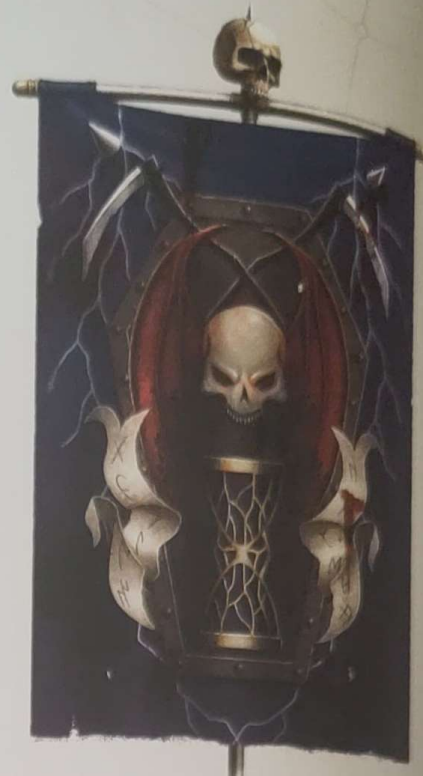
LEGION ARMOURIAL
MkIV pauldron



'Red Gauntlet' loyalty mark
applied to MkIII pauldron



ASSAULT LEGIONARY
MkIV power armour equipped with MkIV 'Warhawk' jump pack.



LEGION STANDARD
Rebus Atrocity



Mars-Proteus Pattern
Power Axe

THE PRIMARCH **Konrad Curze**

Many Primarchs displayed some degree of psychic talent, but for Konrad Curze it was not a gift but a curse, for he saw only the darkest of patterns and auguries of the future. This was not the subtle reading of cause and consequence, but the unkind touch of prophecy. He would see glimpses on the horizon of a grim future, plunging into terrible dreams and waking visions. He would see only fatalistic outcomes of the death and failure of his brothers and his sons, wreathed in flame and blood. He saw his own death and knew that it would be at the hand of his father. This accursed knowledge he kept secret to himself, turning him taciturn and paranoid. As a result, he walked a lonely path towards his own doom, with the determination of the gallows and a black, cracked and uncaring humour.

The Primarch was found on Nostramo, a sunless world of suffering, pain and corruption devoid of hope and wracked by the violence of criminal syndicates. Curze was a broken product of this world. There the young Primarch was alone. He feasted on vermin and the corpses of the murdered, and his sanity dwindled to nothing. On this world of criminals, he was a killer who refused to become a corrupted king, instead choosing a path of righteousness. Surrounded by sin, he lashed out and made gruesome displays of justice, becoming a thing of terror to cow the gangs of Nostramo into order, and in their fear, and partly in hope of an avenging angel of blind justice, the people of that world named him 'The Night Haunter'. He mutilated and butchered until the streets of Nostramo fell quiet, and the world bowed to his perverse law.

When reunited with the Emperor, Curze accepted his role in the Imperium as a premonition of doom. Curze changed his Legionaries little, other than naming them the 'Lords of the Night', though they did adopt from Nostramo its language and its gutter-scum sons as recruits. Their ways and methods of war changed not at all, and the integration of Terran and Nostraman warriors was amongst the swiftest of any Legion. The old Legion and the new fitted together like two sides of a coin: both raised from darkness to create order in strife, both made of flesh born in shunned and lightless places. The Night Haunter did not inspire his warriors to new heights of nobility, rather his return saw their righteous drive to punish intensify. Together they brought atrocity after atrocity to non-Compliant human worlds.



The Legion was bound to its new master out of fear as much as adoration, and some Legionaries hated him for being so like unto themselves, and not beautiful or glorious as other Primarchs were. Curze cared not how they saw him, so long as they obeyed. The character of the VIIIth Legion grew to include a dark and cruel sense of humour, and a snide fatalism with their 'father' leading them. New traditions, twisted reflections of Nostraman gang rites and customs, were adopted within the Legion, such as marking condemned Legionaries' gauntlets red to show that a death sentence hung over them. The honorific titles sported by many of the Legion's officers started to take on the form of those of the cruel Nostraman courts. The reuniting of Primarch and Legion was the beginning of a spiral that would only see the Night Lords descend further into horror and nihilism.

A century after leaving Nostramo to join the Great Crusade, short years before the outbreak of the Horus Heresy, Curze and his Legion would return to their sanctuary amid a series of dishonourable reversals for the Night Lords. There, Curze found the world that he had raised from barbarity had fallen back into criminality and those he had trusted to lead in his absence had succumbed to greed, corruption and recidivism. Curze's judgement was simple and swift; the Night Lords destroyed Nostramo. As his world died, Curze retreated into his own soul, removing himself from his Nostraman sons whom he now despised. With this act of finality, the Night Lords lost their last tether to restraint and morality. They became not necessary monsters, but simply monsters.



IXTH LEGIONES ASTARTES

Blood Angels

The beatific warriors of the IXth Legion were the sons of transformation and duality, once the very worst of Mankind, remade bright and true. Its Legionaries were rage incarnate, unconstrained and wrathful, yet they were paladins of the highest nobility. By fate's will they were accursed, yet by their Primarch's hand they were blessed. They were once the basest of savages, but they rose above what they had been and stood astride the fledgling Imperium like the guardian angels for which they were named. They were the most beautiful and the most terrifying warriors of the Imperium.

In war, the Blood Angels were the incarnation of the Emperor's wrath upon those who rejected the gift of Unity, their coming nothing less than apocalyptic judgement delivered from on-high. Their arrival was heralded by blazing assaults on the strongest points of enemy resistance. Descending from the heavens on wings of fire, the Legion conquered by their preternatural fury as well as by the dread and awe they created. They inspired their allies, and any enemy who witnessed the Blood Angels in battle were forced to their knees, cowering before the Legion's wrath and splendour, lest they too perish beneath the Legion's burning blades.

Primogenitor: Sanguinius

Cognomen: (Prior) The Revenant Legion, The Eaters of the Dead (informal), The Charnel Feast (after Sanguinius assumed his place as sire of the Legion, these once commonplace names became considered an insult to the pride of the IXth Legion)

Observed Strategic Tendencies: Orbital Drop Operations, Shock Assault Campaigns and Macro-scale Decapitation Strikes. Prior to Sanguinius'

return, the IXth Legion was instead more widely known for its use as a tool of attrition-based warfare in war zones otherwise considered too hazardous for conventional operations.

Noteworthy Domains: Terran enclaves, Baal, Canopus IV, Saiph

Allegiance: Fidelitas Constantus

THE EATERS OF THE DEAD

On Terra, the IXth Legion served the Emperor as an inferno; not conquering but instead ravaging, consuming and growing wherever deployed, a weapon that could not be directed or controlled, only endured. The IXth was not the precision fulcrum upon which a battle turned, rather, as one of the largest proto-Legions, it was unleashed en masse to sweep away the opposition in a storm of brutal assaults. The Legion was deployed to the most dangerous of wars, to regions ravaged by the rad-phages and chem strains of Old Night. In the accursed wastelands outside of history's spotlight, the IXth held the line, alone and unnoticed.

The legend of the IXth languished during Unification but its ranks did not. Where other Legions took only the best recruits and produced but few initiates, the IXth Legion took in the hordes of the dispossessed and the broken, and made of them an army of angels. The Legion cast its net wide, claiming entire tribes of wastelanders and the trains of hopefuls that followed in their wake as a 'Cult of the Reborn'. The IXth claimed the mutated beasts that the tyrants of Old Earth had driven out and hunted, those scarred by long generations mired in Terra's poisoned wilds and rad-zones. Yet, from such base materials emerged a breed of *Legiones Astartes* uniformly tall and fair, their features sculpted in stern elegance. Indeed, the IXth Legion's gene-strain favoured the twisted and warped, and was extremely malleable and fecund compared to those of many other Legions, allowing the IXth to be self-sustaining even in the most torturous war zones.

During the Great Crusade, the IXth Legion would be kept from the sight of Remembrancers and Historators. It was broken into many battlegroups, each left for decades to pursue the most arduous of Compliances on the most degenerate of human worlds. The Legion's warriors struck in sudden overwhelming charges at dawn or dusk, usually helmetless, streaked with gore and with fangs bared so as to unsettle the enemy. Once committed to battle, the IXth

did not relent, did not retreat, and could not be stopped. Its warriors fought until the enemy was utterly destroyed and paid no heed to the thought of mercy or the need to build an empire rather than a graveyard. They suffered heavy losses but always bolstered their ranks from the conquered. Where others might have floundered and fallen, the IXth Legion grew stronger, rising from the ashes of defeat time and again like a blood-soaked phoenix.

In those years, dark rumour followed the Legion, for in the wake of each battle, the elegant forms of IXth Legion warriors haunted the field of battle long after the fighting had ceased, seeking out the choicest among the fallen and feasting upon their flesh and blood. This grim fixation was part of their nature, for the IXth Legion stole their enemy's power from them, absorbing their knowledge and skill and making it their own via their overactive omophagea implant. They practiced this too on their own fallen commanders, such that their legacy and strength might live on. In the broken places where they fought, far from aid, this trait brought them priceless information and made even the most raw recruits battle ready. Superstition and dread clung to the Legion for half a century without a Primarch to guide them, and the IXth Legion slipped towards isolation and infamy. The Legion had been created to fight monsters alone in the darkest places, but, in doing so, risked becoming even more foul than those it fought.

A LEGION REBORN

Sanguinius instilled in his sons a new sense of pride, not in simple carnage and the blood-soaked eternity of melee, but in a future in which they stood as exemplars of the Imperial Truth. They were taught honour, discipline and mercy, and embraced these newly instilled virtues. Sanguinius encouraged his commanders to become scholars of both war and of the arts, and soon the Legion's past slipped from memory, the blood hunger little more than a myth, and those that succumbed were quietly sequestered, granted the Emperor's peace, or sealed away on Baal.



LEGION ARMOURIAL
MkIV pauldron



TACTICAL SQUAD
MkIV pauldron



TACTICAL LEGIONARY
MkVI power armour with Legion armourial and tactical emblems alongside supplemental personal embellishments.



LEGION STANDARD
Signus Campaign



COMPANY STANDARD
Signus Campaign. Issued by the hand of the Primarch in recognition of Alt 6 Compliance.

Despite the refinements wrought upon it by Sanguinius, the Legion nonetheless still waged war with a fury to shake the heavens, favouring shock assault, falling upon the foe suddenly and without warning. Now leashed to the Angel's will, his sons learned and mastered every strategy of war. The Blood Angels fought the noblest of campaigns to free humanity from the slavery of the xenos and the tyrant. They were magnanimous and glorious liberators who inspired awe, art and remembrance. The IXth became a Legion fully formed, so much more than once it had been, perhaps the truest evidence of the Emperor's plan for his Legions, that with their Primarch the Blood Angels became whole, greater than the sum of their genetic legacy and past.

THE SPHERES OF WISDOM

At the height of the Great Crusade, the Legion was split into three hundred companies of five hundred warriors beholden to Sanguinius and strict chains of command. Those who held the highest rank were known as 'Archeins', and also 'Dominion' for a company or Host. Company captains were 'Powers', and the Legion's 'Virtues' stood as its specialists and exemplars. Many were known by the focus of their devotion – Archeins of Wisdom and Powers of the Blade, such distinctions a mark of respect as much as a tactical designation. The Legion also had a large number of junior officers of varying types, to ensure lines of authority would be maintained in the face of high attrition rates.

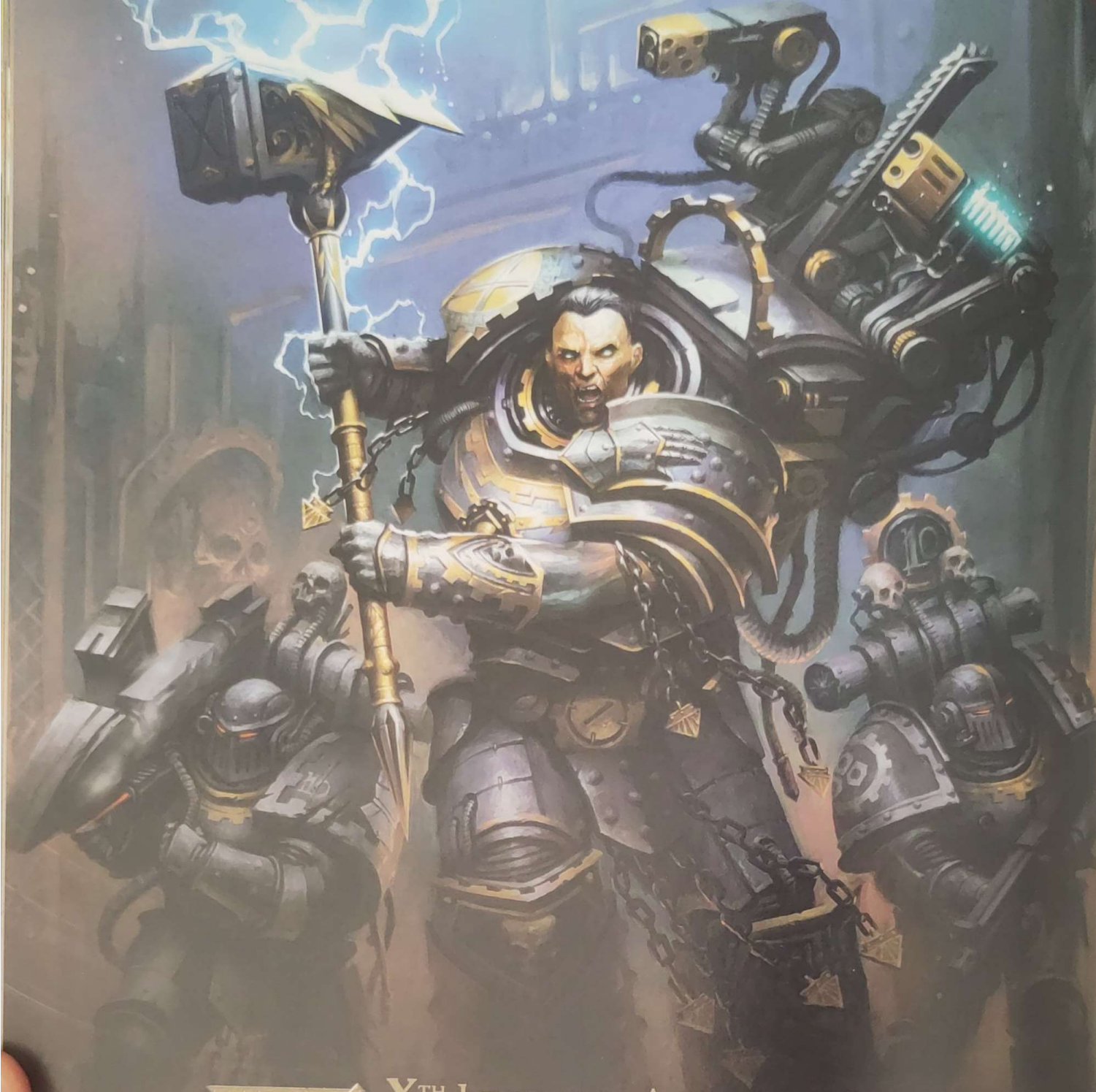
Companies were grouped into 'Hosts' for campaigns, though each Host was a temporary structure broken and made as required. Sanguinius created three Spheres to encompass his Hosts. The Third Sphere comprised the rank and file of the Legion, its strong right hand and beating heart. The Second Sphere was composed of the commanders and leaders of the Legion. To them fell the duty of executing Sanguinius' wishes with alacrity and judgement. The First Sphere was Sanguinius' wrath, his stern resolve and his watchful eyes. These warriors did not operate within the companies but as the servants of the Great Angel himself. When inducted into the ranks of the First Sphere, they gave up their common names to take on angelic identities, donning masks of serenity to do the work of the Primarch without guilt or regret. Within the First Sphere were the Seraphs, defenders of the Primarch's body; Crimson Paladins, who served as the guardians of the Primarch's halls and as the shield of his will in battle; Burning Eyes, who were the Angel's shadow agents and Angel's Tears who were his Destroyers, scouring away those he decreed unworthy of being saved with dread weapons.



THE PRIMARCH **Sanguinius**

Baal was a world long dead, reduced to ruins and rad-blasted wastes by long forgotten wars. There the Angel, Sanguinius, was found – a true and beautiful being with pristine white wings, upon the choking rad-dust. He raised Baal's primitive, mutant tribes up by his own ideals. His was to be a legacy of conquest tempered with justice and knowledge, and amongst his brothers he was first in virtue and beloved by all, even the most recalcitrant. When reunited with the IXth, he did not demand allegiance from his Legion, but offered them his own. He redeemed this broken Legion; seeing in his sons the nobility and potential they were born with, and declared them 'Angels of Blood', reshaping them with his wisdom.

Sanguinius was blessed with a sliver of the Emperor's psychic foresight and was able to see glimpses of the future. This gift saved his Legion many times, but also taunted him with dire premonitions and beset him with doubts over his choices. This unpredictable sight showed Sanguinius the moment of his own death at the hands of his beloved brother, Horus, at the height of the galactic rebellion. The knowledge of his fate brought only sorrow, pain and doubt, eating away at the angelic mien of the Primarch until the final days of the Horus Heresy, when at last, acceptance would enliven Sanguinius with fiery conviction.



XTH LEGIONES ASTARTES

Iron Hands

Renowned for their pride, their cold-hearted ferocity and their utter remorselessness in battle, the Iron Hands were the hammer that had shattered countless foes in the Emperor's quest to liberate Mankind from the darkness of Old Night. Their Primarch was Ferrus Manus, a bellicose and uncompromising warlord and peerless weapon-smith, from whom the Xth Legion took its name and whose every command was to them inviolate law.

Caught up in the machinations of the Warmaster's treachery, the Legion was undone by hubris and the blade of the Traitor both, and paid a heavy price in the brutal slaying of its Primarch and the near-crippling of its strength. Though left a shattered Legion, the cold fury of the Iron Hands' bitter vengeance would afterwards be writ across the very stars.



Primogenitor: Ferrus Manus (also known as 'The Gorgon')

Cognomen: (Prior) None officially recognised. Informally: the 'Iron Tenth'. Note that the cognomen 'Storm Walkers' was gradually gaining de-facto use immediately prior to contact with their Primarch, but was quickly extinguished in favour of the 'Iron Hands'.

Observed Strategic Tendencies: Armoured and High-intensity Warfare, Line Breaker Attacks, Planetary

Pacification and Suppression Campaigns, Anti-matériel Operations.

Noteworthy Domains: The Medusa system (Primary), sixteen other systems held in tributary fiefdom at the closure of the Great Crusade, numerous independently operated outpost way-stations and holdfasts established – full number and position remains unknown.

Allegiance: Fidelitas Constantus

WARRIORS OF ALBIA

The martial history of the Xth Legion is relatively well-documented. It primarily drew recruits from the warlike cultures of Old Albia, renowned for their brutality, which lent the nascent Xth a fierce warrior pride.

In the first years of the Great Crusade, the Legion earned great renown for its bellicose strategies; pioneering a combined arms method of war in conjunction with the Excertus Imperialis known as 'the Hammer and the Storm'. This was developed and put to great use against the xenos Orks on the planet known as Rust, but was used by the Xth Legion many times. First the Imperialis Auxilia forces would make planetfall en-masse via the brute power of their landing ships, digging into their beachhead. This was the Storm. When the enemy came to meet them in numbers almost beyond count, came the Hammer – the armoured spearhead of the Xth Legion's tanks, with Dreadnoughts and warriors on foot following close behind to break the enemy's back. This hammer blow earned many grand victories for the Xth Legion during the Great Crusade.

The Legion gained much renown for its cooperation with the Imperial Army, its effective leadership and its strategic prowess. The Xth went on to earn a reputation for remorseless, highly-coordinated warfare, and a particular fame for successfully prosecuting 'set-piece' battles incorporating close armoured-vehicle support was attributed to the Legion.

A PERFECT INSTRUMENT OF WAR

As is perhaps unsurprising in so calculating and methodical a master as Ferrus Manus, the Iron Hands Legion was a highly structured military force, with numerous tactical and strategic divisions of power and organisation within its ranks. The Iron Hands Legion was deliberately composed of a series of interlocking components, each with its own specialisation, duties and chain of command, beholden only to itself and its

immediate superiors. Each of these components; be they Legionary squad, armoured vehicle squadron or support elements came together first as companies. But beyond this, each company was a part of a larger grouping with its own independent command, support and logistical network, armoury and fleet created for a particular campaign or battle. These formations were referred to as Orders and were superficially equivalent to a specialised battalion in general Legiones Astartes terms, but far more concrete in composition and independent in operation. Multiple orders were then often formed into a larger single 'Clan' grouping, and sometimes units from different Clans fought together within them, often as rivals for glory and achievement.

Clans were notionally the Iron Hands' equivalent of the chapters of other Legions but were, in practice, of distinct character, being patterned to a larger extent on the Medusan feudal system and were linked to the planet's nomadic barbarian populations as recruiting bases. These Iron Hands Clans were in fact 'pocket Legions', fully self-sufficient and self-supplied, and each had a single Chieftain, Iron Lord or Iron Father to rule them by Primarch-given right. Each Clan had a very real and distinct identity and each vied against each other for glory, attainment and for resources, as well as for the favour of their Primarch. Where a warrior of the Clans failed their Legion or their Primarch, they were offered a forlorn hope, to be separated from their Clan and serve the Legion at the very fiercest point of battle as an 'Immortal', to die with steadfast courage and cold fury. The level of integration and strength the Iron Hands Legion's system manifested was extraordinary if somewhat inflexible. Whether deployed as a single company or a full Legion in scale, it was a crushing leviathan when in action against which no foe could stand, but also at times brutally intractable and slow to change course through its single-minded pursuit of its starting objectives.



THE PRIMARCH **Ferrus Manus**

The Primarch Ferrus Manus, known as 'the Gorgon' and blessed with arms of living metal which gave his Legion its name, was among the first of the Emperor's lost sons to be discovered. He was found on Medusa, a cold, barren realm, driven for countless generations to incessant clan warfare through privation and hardship. Medusa maintained a great deal of mechanical and technological lore, though it was little understood by its superstitious denizens. Ferrus Manus displayed an uncompromising intelligence and aptitude towards mastery of technology and the forging of Medusa's sciences, and rose quickly to prominence to unite the clans.

Ferrus Manus' transition from planetary warlord to general of the Great Crusade was a swift one, aided by his evident hunger for the task of galactic conquest set before him and his diligent application to this greater calling. When reunited with his Legion he took command of it body and soul, renaming it and remaking it in his image. The Primarch assessed the Xth with the precision and intent with which an artisan might deconstruct a mechanical chronograph, reconfigure its components and re-assemble it in a fashion more to his liking.

Ferrus Manus and his Legion cared little for the minutiae and bureaucracy of the Great Crusade, they saw their task as a clear one: to expand the borders of the Imperium and to destroy its enemies – nothing more. They disdained the politics of the Imperial Court and the pursuit of glory as petty trifles, and left the task of rebuilding what they had shattered to those better suited to the task. When once asked of his Legion's role in the Great Crusade, Ferrus Manus is held to have simply stated: *"Make war and move on, and again, and again, until nothing breathes which stands against us. All else is sophistry and pretty lies".*

The Legion maintained a particularly extensive and sophisticated arsenal of war engines – especially tanks, armoured vehicles and Dreadnought walkers – the equal of any Legion save perhaps for Perturabo's IVth. Thanks to long-standing ties to elements of the Mechanicum and the technological aptitude displayed by many of its number, the Legion maintained access to numerous cybernetic implant systems seldom seen outside the ranks of the Machine Cult. It is also worthy of note that the Iron Hands Legion, and its master Ferrus Manus, was at the forefront of the introduction of a number of weapons systems and armour patterns over the course of the Great Crusade. The fruits of some, such as their contribution of the prototype Indomitus pattern to the Tactical Dreadnought Armour project (used by their Gorgon Terminator elite) and the powerful Stormbreaker pattern thunder hammer, would later be widely disseminated to the rest of the Legions. Many patterns and creations they shared with their trusted allies amongst the Mechanicum, while the secrets of certain other weapons and metallurgic and cybermantic crafts, particularly those dangers of Old Night recovered during the Great Crusade, they kept in Ferrus Manus' secret Vaults of Mimir.

At the very onset of the Horus Heresy, Ferrus Manus and his Legion were drawn into the trap set by Horus and his Traitor Legions, and their once bright legacy was almost entirely extinguished. Ferrus was slain and this wrought a terrible legacy on the Legion's psyche, for they believed unquestioningly in his inviolable power. A bitter psychosis swept through the ranks of the Iron Hands, for if the Primarch's flesh had failed him, surely that of his sons would fail them in turn. Others would look to the technologies sealed away by Ferrus Manus, unleashing terrible cybernetic nanyte-plagues and revivifying their own dead in a process known as 'turning the Keys of Hel'. A fractured, Shattered Legion would remain of the Iron Tenth, one whose rigidity would fail and give way to malleability and an unceasing quest for vengeance.



LEGION ARMOURIAL
MkIII pauldron



MkIII pauldron with field
applied bonding studs



VETERAN LEGIONARY

MkIII power armour with 'Ossilegium' honour marking and Sorrgol Clan emblem.



LEGION STANDARD
Recovered from Urgall Depression,
Isstvan V.



Phobos pattern boltgun



Melta bomb, frag grenade and
krak grenade.



— XIITH LEGIONES ASTARTES —

World Eaters

The XIIth Legion were monsters long before Horus' rebellion. Of all the Space Marine Legions of the Great Crusade, none were so savage and dreaded. They were the hounds of war that brought death as beasts, butchers and madmen. The merest whisper of their coming could quell rebellions and send armies to flight in terror. Tales of their predations and massacres were numberless, and their reputation was well earned.

In their early days, they were an unrelentingly macabre but disciplined fighting force which knew the virtues of tactics and weapons, and could adapt to meet any foe. These 'War Hounds' retained martial nobility beneath a film of gore. Under their Primarch, and later during the Age of Darkness, the World Eaters were stripped of what little remained of their restraint and humanity, becoming the basest weapons of war without nuance or wisdom. Their coming meant only brutal extermination by chainaxe and bolt shell, and worlds drowned one-by-one in the blood of their inhabitants.



Primogenitor: Angron the Conqueror

Cognomen: (Prior) The War Hounds

Noteworthy Domains: Bodt [Muster World], Sarum [Temporary Fortress Station], recruitment rights of several feral worlds in the Segmenta Solar and Ultima.

Observed Strategic Tendencies: Shock Assault, Planet kill and Exterminatus Operations, Close-quarters Actions (Space Hulk Purgation, Boarding Operations, Line-breaker Attacks, 'Forlorn Hope' Objective Assaults).

Allegiance: Traitoris Perdita

THE WAR HOUNDS

There was no particular bias as to the tribe or city state from which the initial influx of recruits for the XIIth Legion was drawn as there was in the case of several of the other Legions, and its gene-strain was stable and unremarkable. The XIIth's first recorded engagement was as a spearhead of shock troops during the Sa'afrik Liberation, mounting direct annihilation assaults on enemy forces, both in open battle and fortified positions. After its initial battles and proving its mettle, the nascent Legion was largely held in reserve by the Emperor during the latter Unification Wars and through the re-conquest of the Sol System. It is thought this was because the Emperor desired his superlative shock force intact in the event of a sudden reversal of the fortunes of war, or as a savage weapon to be unleashed in case of disloyalty among the Emperor's own.

During this time, the XIIth was kept in a state of constant readiness, training relentlessly and steadily growing in numbers, always straining at their leash to be loosed. On those occasions during the Great Crusade when the Legion was sent to war, it performed with almost gleeful savagery, tearing apart whatever enemy it was given to fight without mercy or falter, regardless of its own losses and heedless of risk. Such was their tenacity and courage as a fighting force that the Emperor dubbed the XIIth Legion his 'War Hounds', a title that others may have seen as a slight, but which the Legion was honoured to hold.

A CULTURE OF VIOLENCE

Culture within the World Eaters was violent and bloodthirsty, which was echoed in the shifting skein of the Legion's own rites and ceremonies. The martial traditions of Old Terra and the War Hounds who had prided themselves in their fury and courage above all else, were replaced by Angron's own red code of butchery and savage competition. Each of the Legion's ships maintained a gladiatorial pit, where warriors would fight to prove their strength and supremacy, sometimes to the death.

Hand-to-hand combat was always the Legion's preferred form of warfare, even before it took the Emperor-given name of the War Hounds for itself. This did not mean that the Legion lacked ability and competency in ranged engagements or

armoured warfare and supporting artillery attacks – indeed, no lesser luminary of mechanised warfare than the Primarch Ferrus Manus himself praised the War Hounds' armoured assault at Aldebaran Septus as the *"epitome of iron-clad rage given form"*, but, for the War Hounds, such things were a tactical means to an end. That end was successfully delivering the killing force of the Legion – its Space Marines.

The XIIth Legion showed a considerable bias towards direct assault and operations within the close and deadly confines of the kinds of battlefields designated as 'Zone Mortalis' in strategic doctrine. This would continue under Angron's transition of command, and the Legion's traditional organisational structures were kept largely intact but often further streamlined, with its 'Echelons' (as its chapter-level structures were commonly named) being biased in composition towards line infantry formations. These were by their panoply and tactics a hybrid of tactical and close assault troops for the main part, supported by dedicated heavy assault units such as Terminators and specialised units such as Land Speeder squadrons.

This organisation lent itself well to a highly-aggressive strategic posture and belligerent strategy which, while extremely costly in terms of casualties, was also highly effective. This sudden overwhelming blow was designed to keep the enemy pinned in place fighting this vanguard, while a second wave of armour and heavier units followed in its wake and smashed into areas of high resistance revealed by the first wave. By these tactics, the World Eaters' onslaught overcame any resistance through sheer fury, hurling themselves again and again at the foe until their enemy broke and was cut down, fleeing in terror.





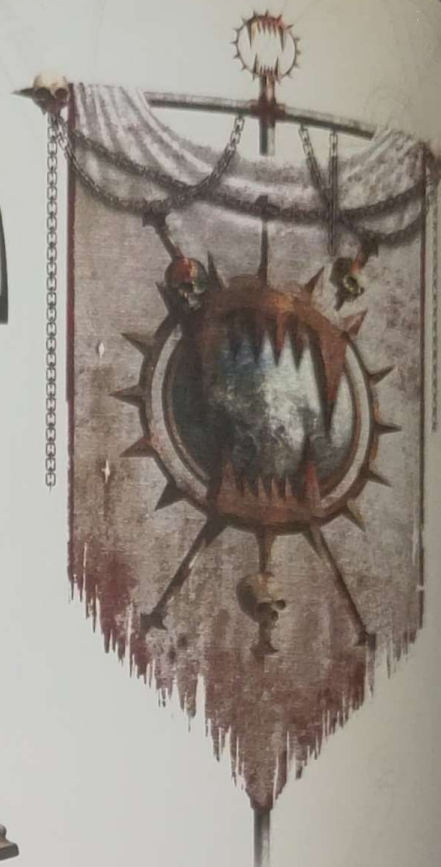
LEGION ARMOURIAL
Line officer variant, MkIV
pauldron



LEGION ARMOURIAL
MkIV pauldron



UNIDENTIFIED LEGIONARY
MkIII power armour supplemented with non-standard helm.
Hand-applied, irregular markings of unknown significance.



LEGION STANDARD
Retrieved from enemy bearer,
Jubal Reprisal



LEGION STANDARD
Taking of Badlanding

THE BUTCHER'S NAILS

In order to cope with the rigours of their training and ceaseless campaigning, a dark practice evolved within the ranks of the World Eaters – the use of psycho-surgical implants known as the 'Butcher's Nails'. This device enhanced aggression and pain tolerance far beyond that which even the gene-engineered flesh of a Space Marine could bear, but left them devoid of joy or peace save for that found in battle.

Angron had been subjected to the Butcher's Nails by his slave masters, and this cranial implant served as the template for his Legion. However, Angron's implants were relics of a long-lost technology, little understood even by their makers, and removing them from Angron for close study would have proved fatal to the Primarch. Indeed, they appeared to be slowly killing the Primarch, and his mental state and self-control deteriorated, leading him to sacrifice his Legion in ever more callous ways. Because of this, early attempts to duplicate them by the combined efforts of the Legion's Techmarines and Apothecaries appear to have been far from successful, and resulted in high rates of mortality and irrecoverable homicidal frenzy on test recruits.

However, as time progressed, viable technology was replicated and steadily improved and entire newly-formed companies of recruits were implanted, as well as existing World Eaters who volunteered for the dangerous operation. The majority of these were absorbed back into the Legion's line units, while those deemed perhaps too unstable for such tasks joined a growing number of near-berserker assault units known as Rampager squads, and within these, those too far gone to be anything but restrained between battles simply became known as the *Caedere* or the 'Butchers' – a frightening portent of what was to come for the Legion.

Angron was easily turned to the designs of the Warmaster, and would be counted as one of his first and, initially, most loyal allies. A vision of blood, he cut a terrible path through his own Legion at Istvan III, and when at last he was done, the World Eaters were dedicated utterly to the Warmaster's cause.



THE PRIMARCH Angron

Most stories told of Angron's early life cast him as being discovered at a young age upon an unknown world. Those that found him were in service to a decadent and vicious ruling elite for whom human blood sport was the greatest art and principal entertainment. It was to these murderous games that the young Primarch was bound by the slavers and gladiatorial masters. In time, he became a killer the likes of which they had never before seen, Angron – the Lord of the Red Sands.

Angron led a rebellion against his masters, the culmination of which took place as the Emperor arrived above his world. The Emperor had watched with pride as Angron had led his outmatched revolt, but chose to intervene. Upon offering Angron a place by his side, the Emperor was refused; Angron had sworn to live and die with his followers, and could not tolerate a new master. The Emperor, however, would not accept this, and forcibly teleported the enraged Primarch away from the slaughter. Angron would never forgive his father, for without the Primarch's leadership the slave uprising failed and his compatriots were mercilessly slaughtered.

When reunited with his Legionaries, Angron first saw them as enemies, killing many before understanding their nature and their devotion to him, and when he finally accepted them he promised them a crusade sated by bloodlust, that they would eat worlds together. To his Legionaries, the mutilated, bloody, reeking, wrathful figure that now stalked among them as their master swiftly became a kind of savage messiah; a greater warrior than any had known, an exemplar of a brutal ideal of honour and combat that sang to their souls. Angron became to them their first master; displacing, for many, the loyalty they had once only given their Emperor, becoming their judge, their general and a conqueror whose banner they would follow into the depths of hell itself.



XIIITH LEGIONES ASTARTES

Ultramarines

The Ultramarines stood as one of the most powerful military forces in the Imperium. With an active fighting strength in the region of a quarter of a million Legiones Astartes, a sector-spanning domain under its overlordship, and an unparalleled supply and training infrastructure that allowed it to withstand losses that might cripple other Legions. It would be the Legion's very strength and the power it could wield that would make it a prime target for the Traitors' conspiracy and bring ruination to the Five Hundred Worlds of Ultramar.

Primogenitor: Roboute Guilliman

Cognomen: (Prior) No single cognomen officially recognised, however several sub-divisions of the XIIIth had gained widely accepted de facto cognomen before unification with the Legion's primogenitor (ref: 'the Aurorans', 'the Nemesis', 'the Desert Lions', etc) which were later subsumed or discarded. (Early Great Crusade – informal/antiquated; the 'War-born').

Observed Strategic Tendencies: Mass Assault, Targeted Decimation, Planetary Interdiction, Liberation and Limited Theatre Compliance Campaigns.

Noteworthy Domains: The Realm of Ultramar (a semi-autonomous administrative region of the Ultima Segmentum, accorded full rights of governance and muster by decree of the Emperor, comprising a division popularly known as the 'Five Hundred Worlds'). Primary Legion headquarters centred on the world of Macragge (strategic command and primary armoury), secondary Legion establishments at Armatura (Legion training and indoctrination hub), Konor (forge and secondary armoury) and Calth (fleet base, under re-construction and expansion at the outbreak of the Horus Heresy). Several outpost stations and their attendant colonies established beyond the borders of Ultramar during the Great Crusade (Honorum, Ulixis, Gathis Secundus, etc).

Allegiance: Fidelitas Constantus

THE WAR-BORN

The XIIIth Legion drew its first initiates from areas as diverse as the sub-equatorial maglev clans of Panpocro, the war families of the Saragon Enclave, the proud Midafrik Hive Oligarchy and, most latterly, the anthropophagic tribes of the Caucasus Wastes. As varied in culture and origin as these groups were, they all had one factor in common; their violent and often bitter resistance to the later stages of Unification, a resistance broken ultimately in each case not by negotiated surrender but near-annihilation. It was this which led to the first informal cognomen by which the XIIIth Legion was known by the forces alongside which it served – 'the War-born'.

In the Legion's recruits was found a unique balance of aggression and restraint, discipline and determination which rendered them supremely suited for joint task force operations and cross-theatre warfare. The Legion also gained significant success in independent operations where it took direct command of secondary support forces of the Imperialis Auxilia; whether the professional and elite regiments of the Solar Auxilia or the Terran regiments of the 'Old One Hundred'.

The XIIIth Legion's campaigns during the Great Crusade would only further add to its growing reputation of peerless strategic ability, the Legion bringing human worlds to heel without the heavy handed extermination favoured by some of its brother Legions. In fact, the warriors of the XIIIth avoided battles of attrition and prided themselves on achieving strategic goals with the minimum expenditure of life – and where salvageable human worlds were involved, this desire was also extended to the minimisation of collateral damage. The burgeoning XIIIth Legion was soon considered a brotherhood of heroes of the fledgling Imperium.

DOCTRINES OF THE ULTRAMARINES

The XIIIth Legion operated under a strict hierarchy where each warrior's responsibilities and duties were known at all times. Roboute Guilliman had overall command of the Legion, deciding its disposition and strategic objectives, as well as taking command of whichever fleet or war zone he was present in. Beneath the Primarch were the Chapter Masters, each of whom led approximately 10,000 warriors and a contingent of Ultramar's void fleet. Assisting them were the cadre of senior officers and commanders, the Legatii. Each chapter of the Legion contained ten companies of one thousand Legiones Astartes commanded by a captain, who was responsible for the tactical deployment, efficiency and training of his warriors.

Alongside the conventional order of battle with which the Ultramarines operated, several unique formations stood wholly apart from the traditional structure. The Evocatii chapters were the training grounds of the Legion; comprising two double-strength chapters composed of both raw recruits from across Ultramar, as well as a core of war-hardened veterans. Where other Legions blooded their neophyte warriors at the forefront of their campaigns, Guilliman assigned them first to a tour of defensive operations within the borders of Ultramar in conclusion to a rigorous training regime which favoured both practical battle experience and more rigorous and more lengthy cerebral conditioning and memetic implantation than most other Legions undertook. The Ultramarines recruited constantly from their realm and beyond, and many Evocatii would not be deemed worthy to become Legionaries. Of these, the most promising aspirants joined the Vigil Opertii – Roboute Guilliman's covert police force – who suppressed rebellion within the Five Hundred Worlds and acted as civil enforcers under the military regime to maintain political stability.



LEGION ARMOURIAL
Heavy Support Sergeant



LEGION ARMOURIAL
*Line Officer variant,
MkIII pauldron*



TACTICAL LEGIONARY
*MkVI power armour in standard configuration. Expedient
Legion armourial and tactical signifiers applied pre-deployment.*



LEGION STANDARD
*Commissioned by Legion High
Command and carried at Company
level in recognition of noteworthy
battle honours.*



*Artificer wrought
Thunder Hammer*

A later development, but of equal importance, were the Invictarii; a veteran cadre who served both as a Legion elite and as a pool of warriors who through their actions had singled themselves out for potential future high command, not simply by bravery or skill at arms, but also for displaying a talent in governance, organisation and administration. The most famed and potent of these elite sub-formations were the Invictarus Suzerain which formed the retinues of the five Tetrarchs of Ultramar (Chapter Masters and regents of the most strategically crucial 'king worlds' of Ultramar), and functioned as both a military force for the defence of that fiefdom, arbiters of law for the population and an honour guard for their commander in battle. The individual forces of these Suzerain Invictarus varied in size, with Tetrarch Amyntas maintaining a force of several thousand as feared peacekeepers in the troubled worlds around Iax, while Tetrarch Lamiad had but one hundred in his guard, partly in deference to the Mechanicum warriors who stood in Konor's defence and needed little aid in doing so. Members of the Invictarii could also be found in limited numbers spread out through the Legion's veteran units and stratas of command.

Through the Remembrancers and Iterators, the Ultramarines are portrayed as paragons of the Imperium. However the complexities of the Legion's divisive and antagonistic relationships with many of its fellow Legions, and its insularity and supercilious mien during the Great Crusade is often forgotten or concealed. It would be this hidden history that was to bear bitter fruit on Calth and cast a shadow over Ultramar during the Horus Heresy.



THE PRIMARCH Roboute Guilliman

Unlike so many of his kin, the Primarch of the Ultramarines was born to be a king. The adopted son of Konor Guilliman, from whom he took his name, rose quickly to prominence on Macragge. A cold and forbidding planet, Macragge was nonetheless a place of wondrous natural beauty and bred a hardy and proud people. In years to come, it would become the heart of the Ultramarines' eastern empire, and its people would fill the ranks of the Legion's battle companies. By the time the Emperor was reunited with Roboute Guilliman, the Primarch had already transformed the world on which he found himself, and was looking beyond the horizon to expand the reach of his armies. From Roboute's ambitions and desires the realm of Ultramar was created; a human empire like few others in the galaxy, with hundreds of worlds experiencing an unparalleled time of peace and prosperity under his stewardship.

An obsessive strategist and administrator, Roboute Guilliman possessed a powerful analytical intelligence, as well as a talent for statecraft and macro-organisation of staggering potential. As swiftly as he put his plans for Ultramar into action, he embarked on the root and branch reorganisation of his Legion. He impressed his own values and talents upon the Space Marines under his command, espousing a dual doctrine which embraced in parallel the ancient and deterministic values of the warrior: courage, discipline, skill and adaptability, defined as that which was 'practical,' and on the other: planning, precedent, analysis and assessment, defined as that which was 'theoretical.' Both were of equal weight and value, one complementing and informing the other, blending together as the metals which made a fine blade. This became the Legion's doctrine and its creed, developed over the course of the Great Crusade and later codified by the Lord of Macragge in his Magnum Opus, the *Codex Astartes*.



— XIVTH LEGIONES ASTARTES —

Death Guard

The warriors of the XIVth Legion were the implacable heroes of Unification. They were stalwart fighters who made endurance under fire the noblest of pursuits, ever overcoming the most nightmarish foes in the most inhospitable of war zones. Their ordinal was synonymous with resilience and unshakable courage, for unflinching determination and victory by any means. They cast down alien tyrants and warlords across a thousand worlds and more, consigning scores of bellicose xenos strains to extinction. Few Legions had beginnings as glorious as the Death Guard, nor ends as tragic. From heights of splendour, the Legion and its warriors became the very thing they once fought tirelessly against: inhuman, unrecognisable and soulless monsters of the dark – the very stuff of nightmares.



Primogenitor: Mortarion the Reaper

Cognomen: (Prior) The Dusk Raiders

Observed Strategic Tendencies: Heavy Infantry Assault, Attritional Warfare, Hazard/Death Zone Warfare, Xenos Eradication and Purgation Operations.

Noteworthy Domains: Barbarus

Allegiance: *Traitoris Perdita.*

THE DUSK RAIDERS

The main bulk of the gene-recruits for the XIVth Legion were drawn from the warlike clans of Albia, and it was the traditions of those feared warlords which shaped their character. These earliest warriors were of especially stoic temperament and showed a gene-crafted aptitude for operating in the role of heavy infantry. They were experts at survival and endurance, and quickly gained a reputation as relentless and disciplined fighters. In defence, they were stubborn and indefatigable – able to stand unwaveringly against the heaviest weapons fire and hold their position to the last living body and bolt shell if needed. In attack, they systematically destroyed a given target, crashing upon an enemy, excelling in close range fire fights and bloody attrition.

The Legion favoured the Old Albian tactic of conducting major ground attacks at fall of night when the shift of light confounded an enemy's watch, and gathering darkness would shadow an advance across open ground, earning it the name of 'Dusk Raiders'. Such was the Legion's reputation during the Unification Wars and the Great Crusade that foes given the ultimatum of attack by the Dusk Raiders would often waver in their resolve, and their defenders would melt away as the coming of darkness drew near. As relentless as they were in attack, the Dusk Raiders were known to be honourable opponents as well. Such honour extended only to worthy human foes, however – to the degenerate, the mutant and the alien, no mercy was given, and when destruction was called for, nothing would stay the Legion's hand.

The Dusk Raiders fought unwaveringly in the Great Crusade for almost a century, becoming self-reliant and taking a quiet, stubborn pride in their many martial triumphs. When reunification with their Primarch finally came, it was not to be a long hoped for catharsis, for instead a pall fell across the Legion. Under this shadow, the Dusk Raiders were broken down, and only the Death Guard remained.

THE REAPERS

The Death Guard fought tirelessly in the pursuit of the liberation of Mankind, displaying a fervour the Great Crusade had never known. Mortarion carried an unshakable determination that Mankind should be free of oppression and terror, and that victory, earned without restraint, limit or mercy was justified. Nor did he baulk in the face of horrific rates of attrition. This was Barbarus' bleak creed of war. The Legion's restless and indomitable fleet ploughed the cold void from one campaign to the next, resupplying in transit, never pausing but to make war. Its warriors did not garrison nor build. They only tore down and slew, coldly, determinately and with the inexorable progress of a contagion or a tsunami wave, and worlds fell before them.

The Death Guard cared little for heraldry, badges of honour or emblems of rank, instead their armour was decorated with the damage of battle itself, marks of their endurance. As the Great Crusade wore on, the Legion's appearance became increasingly sinister, as did its reputation. Strange rituals of inhaling or imbibing toxins became commonplace. The Legion's Librarius was disbanded thanks to Mortarion's hatred of witchery (powers wielded by the erstwhile masters of Barbarus), and Mortarion spoke adamantly against Legion battle-psykers at Nikaea. The Legion also did not baulk from the use of widely hated alchem-weapons and rad munitions, regularly consuming planets in phosphex fire and expunging life with viral payloads disdained by the rest of the Imperium. Soon, stockpiles of these weapons of last resort were the reserve of the XIVth Legion, its cruel master dealing death and devastation to entire star systems with impunity. The Great Crusade had set out to save worlds, however, not to destroy them, and by association with these weapons the Legion was consigned to dark corners and only the most nightmarish of campaigns.



THE PRIMARCH **Mortarion**

Barbarus, the world on which the young Mortarion fell, was sinister and lethal, its colossal mountains perpetually shrouded in poisonous fogs that could strip flesh from bone, while the valleys far below were a realm of perpetual gloom. It was the domain of savage, alien overlords who ruled over an entrapped and preyed-upon human population as cruel and terrible gods. Mortarion was captured as an infant, and trained by the most terrible of these overlords to become a living weapon. Eventually escaping his prison, Mortarion learned that he was kin not to the monstrous beings which held him captive but to the humans they preyed upon. Swearing vengeance, he organised the feral human inhabitants of Barbarus and brought death and annihilation to the xenos, an act he would repeat on hundreds of worlds when reunited with his Legion.

Mortarion was a towering and silent figure, his flesh gaunt and pale and his black eyes hollow and haunted from the waking nightmare he had lived. He was a taciturn, remorseless lord that brooked no disagreement and sought above all justice and revenge. To the Dusk Raiders, the very graven image of Terra's Grim Reaper came before them as their new master. His words to them were simple and delivered in a harsh whisper that nevertheless carried to each and every one: *"You are my unbroken blades, my Death Guard. By your hand shall justice be delivered, and doom shall stalk a thousand worlds"*. And with that, the Dusk Raiders were no more.

RANKS OF THE MACABRE

Mortarion possessed a razor-sharp intelligence and a flare for organisational simplicity and efficiency. The Death Guard fought as one body, often led from the front by their Primarch. Obedience and order was absolute and expected, and a clear and unbroken chain of command ran like blood in the Legion's veins. No formal heraldry was maintained, and the only ranks outside of highly-specialised roles were those of the commanders of the seven Grand Companies, and their subordinate captains and sergeants. When an officer died in battle, his successor stepped into his place swiftly and decisively without need for orders, and so the Legion's chain of command was seamless even under the heaviest losses.

The Legion was fundamentally organised around infantry, with each warrior of the Legion on foot carrying the utilitarian panoply required to fight anywhere, hold any ground and destroy any enemy with resilience and resolve. Individual Space Marines were equipped as well as possible to operate for extended periods without resupply or support if needed, carrying a combination of bolter and close combat blade, broad trench daggers and even the heavy slashing kukra and war-scythes of Barbarus. These simple but brutal and efficient weapons were the hallmark of the Legion.

The Legion lacked extensive elite units with only a few exceptions. It made heavy use of Dreadnoughts and units equipped with Terminator armour. The Deathshroud were singled out by Mortarion for their skill-at-arms and their proven endurance – they formed Mortarion's silent bodyguard, and at least two of their number remained within forty-nine paces of their Primarch at all times. The Grave Wardens were specialised alchem-destroyers, who brought a lingering, ugly death wherever they walked. However, such units were seldom seen en masse in the Death Guard's battle-ranks, for Mortarion believed that even a single power armoured Legionary could kill a world given enough time and endurance.





*Tactical squad with unit numeral,
MkIII pauldron*



LEGION ARMOURIAL
MkIV pauldron



TACTICAL LEGIONARY
*Legion standard MkIII power armour marked with Legion ordinal and
armourial icons supplemented with regular tactical formation insignia.*



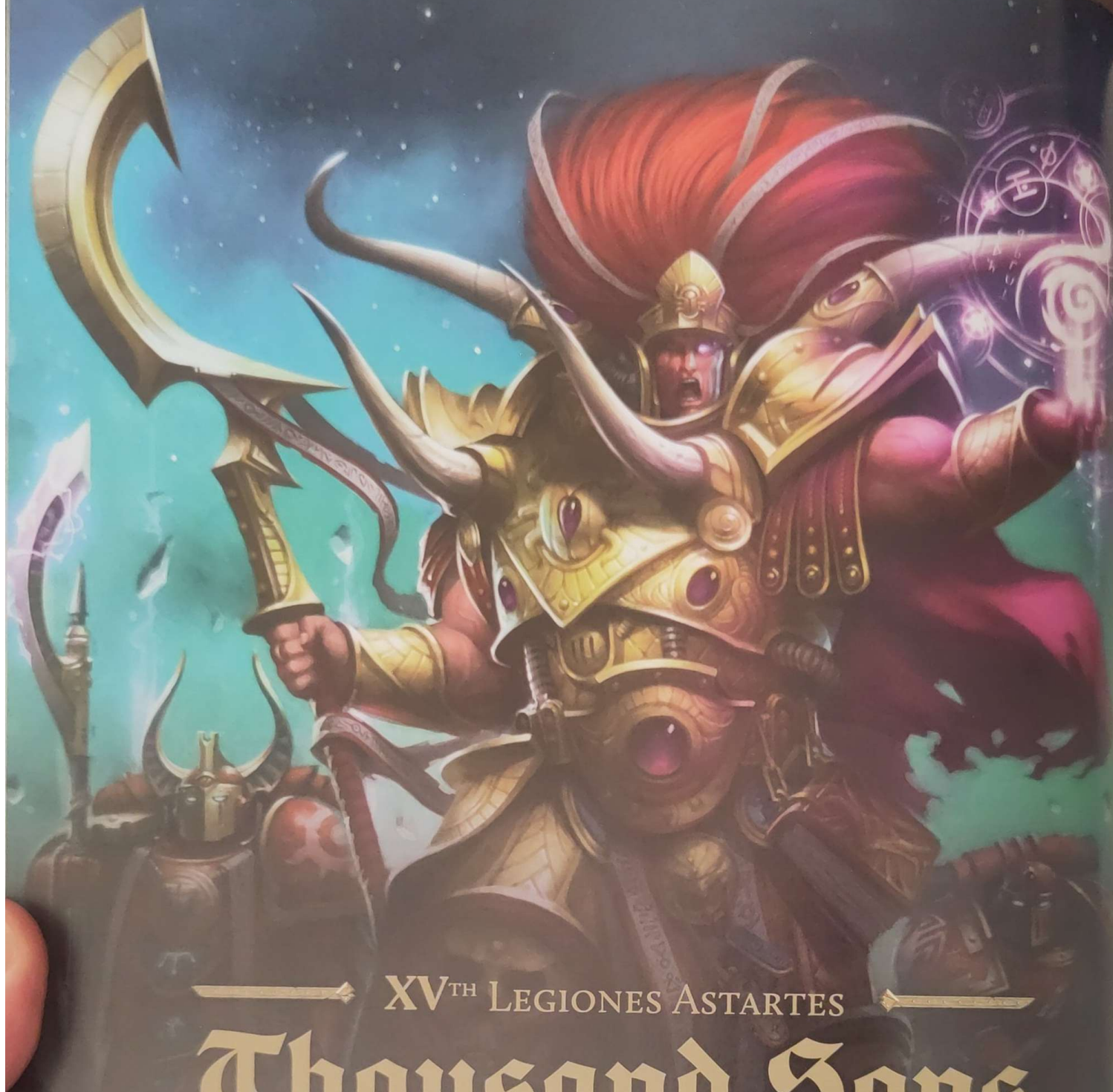
LEGION STANDARD
*Commissioned in remembrance
of those fallen in glory during the
Alvena Compliance*



DESTROYER VETERAN
MkIV helmet



VETERAN
Legion-specific helmet variant



XVTH LEGIONES ASTARTES

Thousand Sons

Betrayal is a child of many sires: power, hate, vengeance, shame, guilt, bitterness, viciousness, callousness, all have played their part in the fall of those who turned on the Emperor, but to this list two more must be added: hubris and blindness. While other Legions walked into infamy at their own choosing, the Thousand Sons were plunged into that state; first by their own pride, second by the treachery of those who they trusted, and third by the Imperium itself.

The Thousand Sons were a Space Marine Legion bound up with occult lore, mysticism and the otherworldly powers of the psyker. It was these esoteric arts of war that made it one of the most formidable Legions, but also one of the most distrusted, and would eventually see it subject to the Emperor's judgement. Tainted by mutation and touched by the Warp, the fall of the Thousand Sons seemed certain in retrospect, but that certainty is false. Another path might have waited for the XVth Legion had fate not been so cruel. As it is, the story of the Thousand Sons is one not of darkness, but of a light that drew a Legion and Primarch higher and higher until they could no longer see the boundaries of obedience left far below them.



Primogenitor: Magnus the Red

Cognomen: (Prior) None

Observed Strategic Tendencies: Psychic Warfare, Precision Assaults, Misdirection, Lore Culling, Macro-coordination Multi-theatre Campaigns

Noteworthy Domains: Prospero

Allegiance: Traitoris Perdita

SIGNS AND PORTENTS

The XVth was among the last in the line of the creation of the Legiones Astartes. The conquest of Terra was already complete, Luna had fallen, and the first-born Legions had started to bring the rest of the Sol System to heel. It was a time of transition, a time of endings as well as beginnings, and into this time the XVth Legion were born. Strange portents and ill-omens surrounded the creation of the Legion. Its aspirants would be free from flaw, drawn from the Achaemenid Empire, the Enclaves of the Fire Lords of Oaus, and the Kashai Domain on Terra, realms known for the stability and ancient purity of their bloodlines. In the first years of the Great Crusade, the reputation and strength of the Legion grew at an accelerated pace. It reaped multiple victories and often fought alongside brother Legionaries, being held high in esteem by even the savage VIth and iconoclasts of the XVIIth Legions.

A decade after the Great Crusade spilled beyond Sol, the first of the Thousand Sons began to openly manifest potent psychic abilities. These, it is thought, were the result of an aberration in their gene-seed which heightened psychic ability and unlocked even latent sensitivities to the Warp. These abilities would further shape the Legion, giving rise to some of its most notable warriors, but also introducing instability and mutation into its ranks in the form of the so-called Flesh Change. This horrific and fatally degenerative mutation was triggered by loss of control while channelling psychic power, and afflicted the Legion in great numbers, until its rising strength of tens of thousands was reduced to a mere thousand Legionaries. The Flesh Change was a closely guarded secret of the Thousand Sons, and though mutation was far from uncommon in the galaxy, its link to the rising psychic powers of the Legion did not go unnoticed. The condemnations and calls for the Legion to be expunged for its impurity grew in intensity and strength as the Thousand Sons withered. Fate, however, had different plans for the Legion.

A PSYCHIC BROTHERHOOD

In remaking the Legion, Magnus created the Prosperine Cults. Each Cult specialised in a single strand of psychic power and every psyker of manifest power within the Legion belonged to a Cult which mirrored their foremost ability.

The Pavoni concerned themselves with the interaction of the ætheric and living flesh. Biomancers, they were flesh-shapers and re-makers, and their initiates could channel the powers of the Warp to harden their flesh against damage, boil the blood of their enemies, and even to heal the flesh and bones of their own bodies. Deeply connected to the processes of life, the Pavoni were often said to hold the heart and the passions of the Legion, and in matters of doctrine, oratory and belief, their adepts often dominated.

The Raptora were masters of bending physical reality to their will, employing psychokinesis to control fundamental forces such as gravity. They could conjure shields of invisible energy, crush metal with their minds and summon storms of debris to flay their foes. Many of the Raptora were also amongst the Legion's most gifted theoreticians and scholars, noted for the coldness and cleanness of their reasoning and their logic.

The Corvidae were soothsayers and augurs who bent their abilities to touch the flow of time and consequence. Perhaps the most subtle of all the Cults, it was said by their fellows that the Corvidae could read the past in a dying man's breath, could glimpse far distant possibilities and even manipulate the flow of one second to another by the force of their minds alone. The mark of the Corvidae was also the mark of the Legion's greatest strategists and generals, and it is no coincidence that Ahriman, Chief Librarian of the Thousand Sons and foremost of its leaders at the dawning of the Horus Heresy, was Magister Templi of the Corvidae.



LEGION ARMOURIAL
Late Great Crusade Era Tactical



FELLOWSHIP COMMAND
MkIV pauldron



VETERAN LEGIONARY
Unmodified MkVI power armour bearing tactical squad insignia alongside esoteric glyphs possibly denoting adherence to Cult practices.



FELLOWSHIP STANDARD
*Second Fellowship.
Carried at Fall of Guranta D.*



LEGION ARMOURIAL
*Consular Variant,
MkIV pauldron*



VOTIVE GLYPH PATTERN
MkIII pauldron

The Athanean's secrets were bound to the workings and manipulations of the mind and thought. Both subtle and powerful telepaths, they held the Legion together in battle, channelling orders and intent seamlessly into the minds of its warriors, forming a communications network unbreakable and unparalleled in scope. Because of this, it often seemed not an army of individuals but of machines driven by a single, indomitable will. Outside of the clamour of battle, many of the Cult were given to asceticism and withdrawn contemplation: a consequence of their contact with the thoughts of others, perhaps. They were often also used as emissaries to other Legions and factions of the wider Imperium.

The Pyrae's abilities expressed themselves in a terrifying manner – the control and creation of fire. Their thoughts could become hell-storms burning as bright as a star's fury, and their touch could reduce metal to slag in mere moments. Most bellicose of all the Cults, the Pyrae excelled in destruction, and their smouldering pride beat with the heat of the Legion's martial heart.

As well as relying on their formidable psychic gifts, the Legion was still a thoroughly drilled and trained body of Space Marine warriors, possessing the finest equipment and armoured support, and excelling in almost every aspect of conventional warfare. When combined with their aetheric ability, the Legion was a terrifying weapon indeed. In addition to the core structures of the Legion, there were Orders which existed both within and beyond its circumference. Known by the symbol of a poised serpent, the Order of Ruin were a sect of mystics said to be obsessed with numerology and the hidden structure of the universe. The Order of the Jackal had a presence in every other structure and faction of the Thousand Sons, including the other Orders. The role of this small Order was twofold: to remember the dead and to raise the next generation of warriors for the Legion. It is only by extrapolation, and the interpretation of scraps of intelligence, that the wider Imperium knows of the existence of the third Order, the Order of Blindness. Thought to have been headed by Magnus' equerry, and former tutor, Amon, the so-called Hidden Ones appear to have been an Order of infiltrators, spies, interrogators and scouts deployed to gather intelligence.

After the use of psychic powers by the Legions was forbidden by the Edict of Nikaea, Magnus and his Thousand Sons withdrew to their home world, ostensibly chastised by the Emperor. There Magnus, via psychic means, discerned the danger Horus posed to the Emperor and the fledgling Imperium, and tried to warn the Master of Mankind. As events transpired the warning failed, and only contributed to the Warmaster exploiting the opportunity of the Space Wolves' censure of Magnus the Red to eliminate a rival in the Thousand Sons. The Legion's future would be defined by the cataclysmic battle for Prospero.



THE PRIMARCH Magnus the Red

The Legion's home world of Prospero was a polished jewel glittering alone in the long dark of night. While many worlds which had cradled the lost Primarchs, it seemed, were often unremittingly soaked in darkness, cruelty and blood, Prospero had achieved an ascendancy over such barbarity. This was the place where the Primarch Magnus the Red came to settle, within Tizca – the City of Light, and Citadel of Reason on Prospero. There he absorbed the lessons of the city's masters and soon exceeded their skill in every area of psychic discipline, scholarship and endeavour. Tizca flowered as never before under Magnus, the 'Crimson King' of its empire of dreams.

Magnus was the tallest of the Primarch siblings, a giant with reddish skin and possessing only one eye. He was erudite and considered in his manner and rhetoric, earning a reputation for wisdom among his brothers. He was also an extremely potent psyker, second only to the Emperor in power. Magnus reunited with his Legion at the critical moment as it was overcome by the Flesh Change. Only his vast intellect and power as a psyker allowed him to save his Legion from certain doom. He turned all of his power, lore and learning to discovering a way to lift the curse which was killing his sons, and though he was successful, his 'cure' came at a great cost, and the Legion was forever changed by his hand.



XVITH LEGIONES ASTARTES

Sons of Horus

The Sons of Horus were made by fate the scions of heresy, the sons of the arch-traitor and alongside their sire, first in infamy, and their name would resound as a curse throughout the scattered and war-torn realms of humanity. Such is their crime that it is easy now to forget that the past was very different, and once they and their master were lauded above all the warriors of the Legiones Astartes, and favoured in the Emperor's sight.

Born as the XVIth Legiones Astartes on Terra, they would rise to greatness as the Luna Wolves and fall into the abyss as the angels of ancient myth bearing the name of their Primarch. Before those dark days, they fought at the Emperor's side on Terra and throughout the early Great Crusade. They were as stalwart and indefatigable as any, their actions serving to exemplify all that it was to be a warrior of the Legiones Astartes. Brutal, ruthless and unwavering but also honourable, and once loyal beyond question, their history is the history of the ambition of the Imperium itself, and the flaws that broke its dreams of Unification and glory asunder.



Primogenitor: Horus Lupercal

Cognomen: (Prior) The Luna Wolves

Observed Strategic Tendencies: Shock Assault, Harrowing Actions and Strategic Decapitation Strikes.

Noteworthy Domains: Cthonia, Serenax, resource tithe rights on 37 other primary worlds

Allegiance: Traitoris Maximus

THE LUNA WOLVES

Much of the XVIth Legion's early intake was drawn from the hunter-clans of Terra's Jutigran Bowl and the Samsatian sub-plate slums. Perpetual conflict and the harshness of life on the desolate margins had given these people the hard edge of ruthlessness and independence, and this character lay at the heart of the nascent Legion. Ever they sought to be first in glory, and struck with brutal finality before any other could lay claim to their kill. It was said of the XVIth Legion that it was unleashed to begin and end wars its enemies did not yet know they were fighting.

The First Pacification of Luna, at the very onset of the Great Crusade, was perhaps the most famous of the Legion's early victories, and it was from here it earned its first name, for the Selenite Clans were so shaken by their onslaught that they pleaded for the Emperor to "*call off his wolves*". The Legion's tally of victories would only swell, and its culture would rapidly evolve with the rediscovery of their Primarch on the planet Cthonia early in the Great Crusade. The first of the founding Primarchs to be reunited with his Legion, Horus took total command with an easy confidence, moulding the Legion to his own vision.

The Luna Wolves under Horus won many lauded victories during years of ceaseless conflict, but one would eclipse all others. On Ullanor, the Imperium broke the greatest Orkoid empire in known existence, called by some the last true threat to humanity's domination of the galaxy. Here, Horus slew the Overlord Urlakk Urg with his own hand and was proclaimed Warmaster for his deeds by the Emperor. In honour of Horus and his conquests, the XVIth would no longer be the Luna Wolves. Their armour would be re-adorned in the cold green of a sea in storm. In place of the crescent moon and wolf's head, a single, unblinking reptilian eye would stare from their pauldrons. Reborn, the Sons of Horus had risen with their father to an unrivalled height, recognised without exception as the first in glory amongst all of the Legiones Astartes.

TIP OF THE SPEAR

As the personal Legion of the Warmaster, the XVIth Legion was rarely absent from the forefront of the fighting, and its doctrines and tactics reflected this method of warfare. It excelled at the application of precise force against a specific weakness, its warriors favouring close range fire saturation and landing the killing blow on a downed, outnumbered foe – a tactic drawn from the brutal gang traditions of their adopted world of Cthonia.

To facilitate this means of warfare, Horus preferred to avoid numerous layers of fixed organisation. Instead of a formal structure, he would group companies and individual units together as required for the execution of a particular campaign. The commander of such a formation would usually be a senior captain. If the formation was especially large then other captains would take on the role of lieutenants to the overall commander until the completion of the campaign. These formations rarely had formal titles, but the Sons of Horus commonly referred to formations intended to prosecute a rapid assault as 'Speartips'. In eschewing formality and fixed structure above the basic level of the company, Horus demonstrated his pragmatism and his preference for waging war with judged precision.

Within the Sons of Horus Legion, squads commonly had their own honorific or epithetic titles rather than simple numeration: Illuminators Prime, Death Makers, Jerrok's Reavers, the First Sons, and similar, while some were named for the sergeant or chieftain that led them where their leader's own reputation was strong enough alone. Many of these titles betrayed the culture of Cthonian gang honours and the tradition of reputation and internecine warfare. This had, over the years, grown steadily stronger within the rank and file of the Legion's intake.



THE WARMASTER Horus Lupercal

Once a world of riches colonised in the lost past, Cthonia had been gutted over thousands of years and left a hollowed-out carcass. Death came easily and its people were grim and savage as a result, but from this barbaric world would rise the greatest general the galaxy would ever witness – Horus Lupercal.

Contradiction and omission tarnishes all accounts of Horus' formative years. For every grain of truth as to his origins there are a dozen legends and myths, the great leader himself only adding to the tally. It is believed he was the first of the Primarchs to be found, and spent long years alone with the Emperor before his father's attentions were split between his Primarch brothers. One thing remains without question, and that is that both before and after the Warmaster's fall from the light he remained a superlative leader, master tactician and peerless orator, the like of which the galaxy had not before seen, nor has borne witness to since. Many say he was second only to the Emperor Himself in charisma and will.

As Warmaster, Horus was a peerless diplomat and general, able to convince any of his brother Primarchs to the justness of a cause for which he desired their Legions. To mortals he was a demi-god whose majesty alone cowed Lords Marshal, though he was never accused of abusing his own majesty, instead always debating strategy in equal and open discourse and respecting the views of those around him. Always Horus would be seen in good humour, surrounded by his brother Primarchs and Imperialis Auxilia advisors. It was the great tragedy of the age that the Emperor's favoured son would fall to darkness and treachery. The spark that gave fire to the rebellion in Horus' heart must remain a mystery which can never be perceived by mortals. Only those who were there, that saw and heard all may know, and they are lost. What is known is that during the time after he became Warmaster, Horus fell grievously ill while quelling a rebellion on the moons of Davin and was taken by his warriors to one of the Davinite warrior lodges. What transpired within the walls of that place is unknown, all that can be said with any certainty is that from the moment of his stepping from the Serpent Lodge on Davin, Horus trod the path of heresy.

One avatar of this increasing influence was the late re-emergence of Cthonian gang-sigils graven into a particular Space Marine's armour recording notable kills and deeds, as well as to which company they belonged, a practice which accelerated rapidly after the Legion had transitioned into its identity as the Sons of Horus. This transition marked not so much a new open brutality in the Legion, but a factor that had always been there and had become more visible as the Legion's panoply finally began to shrug off much of the influence of Ancient Terra. In the final days of the Great Crusade, the white of the Luna Wolves turned sea-green, then darkened further to a murky verdigris green-black as the Sons of Horus further cast off the disciplined Terran traditions of warfare and heraldry and erred in pride and growling malice towards the dark heart of Cthonia, and its traditions of gang-fiefdom, blood-pride and merciless, incessant conflict.

The Sons of Horus have also been documented as the first Legion to foster warrior lodges, those most secret societies of like-minded battle-brothers. Though they venerated no god or occult principle, the ritual and secret elements of the warrior lodges did not fit with the ruthless rationality of the Imperial Truth. Frowned upon but tolerated, the lodges persisted and flourished. They survived, in part, because many saw them as relatively harmless, and, in part, because they promoted fellowship within and between Legions. It was a misjudgment that would have consequences that few could imagine, as they were corrupted by dark powers to act against the interests of the Imperium. Ultimately, it would be the Sons of Horus and their Primarch which tore the galaxy asunder.



Artificer-wrought
helm variant



COMMAND VARIANT
MkII helm



LEGION STANDARD
Commissioned in recognition of the
Harrowing of Ituss 3.




Ryza 'Sunspite' pattern
plasma pistol



Charatran pattern
chainaxe



TACTICAL LEGIONARY
Standard MkIII power armour bearing Legion ordinal and armourial icons
with additional Cthonian rune embellishments.



XVIITH LEGIONES ASTARTES

Word Bearers

If there is a hierarchy of treachery, then the Word Bearers sit in its highest circle. Once the most devoted and rigorous of warriors, it was not enough that they fell, but they pulled their brother Legions into the abyss with them. While the treachery of others came like a storm, or the final flowering of a long buried seed, the Word Bearers' betrayal was poison distilled over long years. From their founding their devotion to the Imperium and the Great Crusade was beyond question, they were the bearers of the ideals of the Imperium, of its vision for the future of humanity. Their loyalty was never questioned, only the form of their devotion.

But now their loyalty can never be seen as anything other than a mask and their fanaticism as a flaw which would undermine all they once sought to build. Once they were bringers of light to the benighted realms of humanity, but during the Horus Heresy they brought only the poison darkness of Old Night. Seeking to dominate and bind the Daemons of the Warp, they marched alongside denizens of the Abyss and rendered eternal damnation to any who dared to oppose them.



Primogenitor: Lorgar the Urizen, aka Lorgar Aurelian

Cognomen: (Prior) The Imperial Heralds, Iconoclasts (informal)

Observed Strategic Tendencies: Mass Assault, Policing Actions, Gnoetic Purgation, Suppression of Ideological Revolt

Noteworthy Domains: Colchis, Melkeji, Ispisia, Golkoron, garrison oversight and tithing rights on fifty-three other worlds.

Allegiance: Traitoris Maximus

THE IMPERIAL HERALDS

From its earliest days, the XVIIth stood apart from its brother Legions in both duty and outlook. While all the Legiones Astartes fought with utter devotion, the warriors of the XVIIth carried with them an air of zealotry. Recruited from the sons of exterminated foes, they were trained and raised to know the crimes of their forebears and the price of mercy both. While others went to war with righteousness in their hearts, the XVIIth fought with the cold fury that only the at-once condemned and redeemed can truly know. While other Legions acquired names later in their history, the XVIIth were named as the Imperial Heralds at their founding. That one amongst twenty should be singled out might imply some special favour, but in truth it was a title that spoke not to special honour, but to the Legion's place in the Emperor's purpose. Where enemies stood against the Emperor because of their belief in gods or the superstitions of Old Night, it would fall to the XVIIth to deliver the Emperor's ultimatum: recant or be destroyed.

Once they had conquered, the Imperial Heralds would seek out works which spoke of the power of sorcery, false gods and irrationality. They emptied libraries, dividing the contents into truth and falsity. Idols and the trappings of worship would be cast down and pulled from temples and shrines. It was a pattern they repeated across Ancient Terra, earning themselves a second name. Few spoke of the XVIIth as the Imperial Heralds. To their brother Legions and the peoples of the new-born Imperium, they were the Iconoclasts.

A FANATICAL LEGION

The Legion followed much of the structure of the Legiones Astartes during its earliest incarnation. Warriors belonged to squads, squads to companies and companies to chapters. This functional hierarchy remained largely unchanged from when the Legion was the Imperial Heralds until the revelation of its treachery on Istvan V. The rediscovery of its Primarch and the influx of recruits from Colchis did little to change the Legion's basic structure, rather it added layers of organisation. This additional layer was concerned not with the composition of units on the battlefield, but with the ideology of those units.

Companies were grouped together into chapters of between 500 and 3,000 warriors. Each chapter bore a name and sigil based on the constellations of Colchis: the Serrated Sun, the Osseous Throne, the Crescent Moon, the Weeping Hand, the Coiled Lash, the Exalted Gate, the Twisting Rune, the Scold's Bridle, the Night's Chalice – each were found within the Legion's ranks. These large formations were often the building blocks of Word Bearers campaigns. Most Crusade fleets consisted of at least one full chapter, and the largest several. Outside of these chapters were elite formations such as the Ashen Circle, the truest iconoclasts of the Legion, charged with the shattering of religious edifices, the slaughtering of false prophets and the burning of any book that did not acknowledge the Emperor above all others.

Lorgar was both commander and spiritual father to his Legion. The hierarchy of authority within the Legion reflected this dual nature, divided between the military and the spiritual, between mind and heart. On the one hand, the Legion followed simple and robust lines of authority. A chapter master led each chapter, a captain each company and a sergeant each squad. It was common for a chapter master to designate one of the captains as 'sub commander' to act as his lieutenant. The second line of authority in the chapter was spiritual. The Chaplains, although nominally attached to companies and chapters, in reality were a brotherhood unto themselves. While each was a warrior, their concerns were not for the business of direct command, but for the strength of their brothers' spirits, for the clarity of their purpose and the purity of their actions. Each Chaplain fitted into his own hierarchy, with ascending tiers of knowledge and respect. High Chaplains were the ruling circle of their kind, and at their centre was the First Chaplain.

The Word Bearers were also well known for the vassal warbands and half-feral fanatics of mortal warriors who accompanied them. Though they themselves were fanatically devoted to the Legion, such forces were treated as largely expendable. These were unleashed on world after world, and yet their number never depleted, showing that behind the Word Bearers stood millions more willing to die at their command.



FLAYED HAND CHAPTER ARMOURIAL
MkIII pauldron



GRAVEN STAR CHAPTER ARMOURIAL
MkII pauldron



TACTICAL LEGIONARY
Standard MkVI power armour bearing the Flayed Hand chapter emblem alongside hand-inscribed Colchisian script.



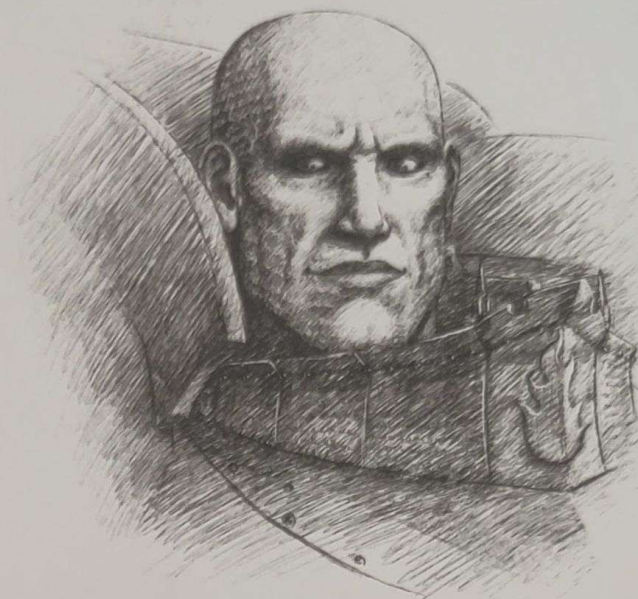
LEGION STANDARD
Post Monarchia issue.



Thunder Edge
pattern chainsword

Half a century before the outbreak of the Horus Heresy, the Word Bearers were the first Legionaries to embrace the powers of the Warp; employing singular units such as the Gal Vorbak. This was a title that, over time, came to refer to any of the Word Bearers who were possessed by the powers of the Warp, but those who later bore the title were a lesser breed of abomination compared to the first of the Legion's brethren who sealed their pact with darkness. The Gal Vorbak were the first of their kind; Space Marines and Daemons fused into a single being. After the Word Bearers revealed their true nature at Iststvan V, the crimson of the Gal Vorbak spread to the rest of the Legion in fits and starts, and new Gal Vorbak walked with them, and the secrets of their daemonic warriors were spread to several other Traitor Legions by the Legion's Diabolists. Irrespective of their power or pedigree, there has been no greater defilement of the Emperor's work in creating the Space Marines than these loathsome creatures.

The Priests and Diabolists of the Word Bearers would remain at Horus' side throughout the galactic civil war, whispering in his ear, as the architects of his damnation. The Word Bearers were a curse upon the galaxy in the Age of Darkness, spreading across the stars seeking ritual and portent or else unleashing the Warp as part of their pact with dark gods. Few loyal Imperial Heralds yet existed to oppose their Primarch, for in seeking his 'Primordial Truth' Lorgar had long since purged his Legion of those who still worshipped the Emperor.



THE PRIMARCH **Lorgar**

Colchis was a world of old gods. It is said that religion was in the air, in the touch of the sun and the taste of the dust that hung in the air. To its people, worship of higher powers was as much a part of them as the beating of their hearts and the crying of their children. Bound in feudal traditions it had once been a world of technology, but those days lay forgotten in Old Night. When the infant Lorgar fell from the sky of Colchis, his Legion had yet to be born on Terra, and the faith of Colchis was held in the hand of a priesthood called the Covenant. Raised amongst this priestly caste, Lorgar would grow to become one of its number. In time, he turned on those who had raised him, leading a crusade to destroy them in the name not of the old gods, but of one god, a god of gold and light who spoke to him in his dreams. When the Emperor reached Colchis, there could be no doubt in Lorgar's mind that he knelt before his god.

Lorgar soon converted his Legion to his belief in the Emperor's divinity, using the nature of the Great Crusade itself. Across countless fronts the Legion fought, suffered casualties and recruited anew. As this attrition mixed the old with the new, Lorgar's sons accepted what was taught to them because it was the only truth offered. In the case of those of Colchis, the belief in the divine was ingrained into every thought from birth. And when all was done, when the final Imperial Herald had embraced the faith, when the last of the old Iconoclasts had died, then Lorgar added the final flourish of ritual to seal his victory. The Imperial Heralds would become the Word Bearers. To the rest of the Imperium, still ignorant of the change wrought in the XVIIth, the name reflected their part in bringing the Imperial Truth to all of humanity. To Lorgar it was an affirmation of his purpose: to give humanity faith in the god at its pinnacle.



XVIIITH LEGIONES ASTARTES

Salamanders

In the great war of the Horus Heresy, many deeds of infamy and valour were writ upon the bloody stars, and at the centre of this maelstrom lay the Salamanders Legion; betrayed, struck down, laid low and yet ever resolute against the foe. There are few Legions that have paid such a high price for their loyalty and honour as the Salamanders. There are fewer still who have so willingly and so often shed their own blood in Mankind's defence beyond their measure and due. The Salamanders are such a Legion, and though driven to near destruction not once, but time and again, its warriors have each time arisen from the ashes of war, stronger and tempered like the peerless steel blades fashioned in the legendary forges of their home world: unbroken, undefeated and unstintingly true to their cause.

Primogenitor: Vulkan

Cognomen: (Prior) None officially recognised (see ref: The Manticore Cataclysm – informal designation 'The Fearless' used by Imperial Army units)

Observed Strategic Tendencies: High Intensity or Asymmetric Warfare, Zone Mortalis Engagements, Planetary Interdiction, Liberation and Defensive Operations.

Noteworthy Domains: The Nocturne System (Nocturne Primary, Moon of Prometheus Legion-Fortress), Caldera (Protectorate), Battle Station Geryon Deep (Ateraxis System)

Allegiance: Fidelitas Totalis

TRIAL BY FIRE

The XVIIIth Legion was one of the so-called 'trefoil' proto-Legions, its early histories, nature and role veiled by edict of the Emperor and his agents. The XVIIIth Legion gene-strain showed clearly both in temperament and overtly in physiology. Of particular note was the strength of constitution displayed by a fully developed Legionary, which had measurable superiority to the already superhuman Space Marine norms in relation to extreme temperature tolerance, radiological resistance and cellular repair. This variant gene-seed also had some unusual outward effects, causing 'ember-like' bioluminescence to their eyes and a tendency for skin pigmentation to permanently darken in response to prolonged exposure to high levels of potentially harmful radiation as part of the biological defence mechanism, often adopting an unnatural granite-like or obsidian quality with sufficient exposure.

The XVIIIth was a Legion of hardy survivors, known from its earliest days to achieve victory against impossible odds while sustaining minimal casualties. In the first few decades of the Great Crusade, before it was reunited with its Primarch, the Legion was often deployed piecemeal as pressing demands called for Space Marine involvement before multiple chapters were battle-ready. This led to the Legion being assigned across a considerable number of different reinforcement battle groups and specialist units such as Rogue Trader expeditions, and it rarely fought together as a full Legion.

Despite the nature of its battles, it was plain that to the XVIIIth to triumph against the odds was the only victory worth the name. The Legion was honoured for fighting alongside the Excertus Imperialis time and again, and vaunted for its warriors' fearlessness in the face of insurmountable dangers and the selfless lengths they would take to protect their allies and non-combatants during campaigns. However, retreat for the XVIIIth was often unthinkable, even when tactical expediency would dictate otherwise, and the Legion frequently paid in blood for its own untenable standard of valour and service.

PROMETHEAN CULT

At the battlefield level, circumstance as well as natural temperament focused the Legion's tactics on relatively short range engagements, where it sought to counteract enemy numbers by the use of confined area engagement or shock assault. Here the individual physical power of the Space Marine, his ability to endure and relentless fury in battle, could be relied upon to inflict disproportionate damage on almost any foe, although the inherent risks were high. Such tactics naturally lent themselves to short-range but devastating arms such as flame, volkite ray and melta weapons being preferred by the Legion. Supporting this tendency was the telling factor that even before the Nocturnian influence came to the fore, the technical aptitude demonstrated by the Legion's rank and file further served to allow them to maintain and indeed field-manufacture such advanced weapons, even while subjected to disparate deployments and uncertain supply.





THE PRIMARCH **Vulkan**

Vulkan was a giant in human form, one of the tallest of the Primarchs and broadest at the shoulder, armoured in emerald scales like a dragon of Ancient Terran myth. He was found on Nocturne, a death world of turbulent volcanic fire and radiation, riven by the destructive tidal forces of its moon, and plagued by predatory mega-fauna. The Primarch was tempered by this world, as a blade is tempered by flame, and rose to free his adopted people from the external threat of xenos raiders and enslavers.

It is believed that Vulkan did not become unified with his own Legion for some years after his rediscovery, but instead stayed alongside the Emperor under his direct tutelage and studied closely in the weapon-forges of Mars and with his brother-Primarch Ferrus Manus. When Vulkan came to his Legion, he remade it as he would fashion a weapon at the forge. In this he gave the Legion its name, taken from the greatest of Nocturne's saurian predators; ancient and deadly creatures whose blood was fire and whose emerald hides were as hard as steel; the Salamanders of Nocturne. In this Vulkan's choice carried a layered meaning, for not only were Nocturnean Salamanders monsters of savage power with a great totemic significance to the native people, but as creatures they showed unflinching loyalty to their own blood and offspring. This spoke much to Vulkan's nature, as a man of honour and integrity, who knew a weapon fashioned by skilled hands would never fail its wielder.

One of Vulkan's first actions was to largely unify his scattered Legion and do away with its ad-hoc strategic organisation, but he did so in a way that preserved, where possible, the spirit of autonomy and self-sufficiency the component units of the XVIIIth had developed, which he saw as inherent virtues, tempered with purpose. At the strategic level, Vulkan ordered his Legion into the formation of seven 'Realms', each linked both in name and spirit with one of Nocturne's seven great city-settlements. To each of these, he assigned a Lord Commander, known also as a Protector, as it was their sworn duty, in addition to that of a warrior of the Emperor, to protect the city-settlement in time of attack. The strong links between the Salamanders brethren and the people of Nocturne came quickly to create bonds of kinship and loyalty within each company's ranks. An inevitable degree of competition between the Salamanders companies was also fostered by the nature of this relationship as well which, tempered by Vulkan's teachings, spurred the Salamanders Legionaries to greater heights of achievement and attainment.

Central to the ideals of the Salamanders was the Promethean Cult. It formed a body of doctrine that codified and promoted the spirit and culture the Primarch desired for his Legion. A work of both clear vision and deep allegory, it drew both upon Ancient Terran philosophical and martial thought, and the rich culture and mythic history of Nocturne on which Vulkan had been raised. Core to its tenets was the conviction that the Legiones Astartes had been created to fulfil a single and irrevocable purpose: the protection and liberation of all of humanity, and that they were each and every one a savage weapon given physical and spiritual form to this single end.





LEGION ARMOURIAL
MkIII pauldron



HEAVY SUPPORT SQUAD
MkIII pauldron



LEGION STANDARD
*Lost at Istvan V, re-commissioned
and re-consecrated at Nocturne,
376013.M31.*



VETERAN LEGIONARY
*Standardised MkII power armour bearing extra-organisational runic
inscriptions associated with Promethean Cult membership.*



*Ultima Pattern
Combi-flamer*



Krak and frag grenades



XIXTH LEGIONES ASTARTES

Raven Guard

Named for an Ancient Terran herald of fate and messenger of death, the Raven Guard served the Emperor faithfully throughout the glories of the Unification and the Great Crusade, ever ready to overthrow the tyrant and the oppressor, and liberate the scattered realms of Mankind in the name of justice. From its earliest days, the warriors of the Legion were known as cunning and patient hunters, adept at biding their time until the moment to strike was at hand. As masters of guile, subtlety, reconnaissance and infiltration, their doctrines exemplified speed, stealth and precision above all else; striking from the shadows with shocking strength.

Primogenitor: Corvus Corax, (also known as the Raven Lord)

Cognomen: (Prior) None officially recognised (early Great Crusade era – Pale Nomads, Dust Clad (informal))

Observed Strategic Tendencies: Rapid Deployment Operations, Strategic Interdiction Operations, Reconnaissance in Force, Guerrilla Actions, Low-

collateral Damage Imperative Compliance Operations

Noteworthy Domains: Deliverance (formerly Lycaeus)/Kiavahr and associated system realm. Former Terran central Asiatic Dustfields tithe rights renounced 998. M30.

Allegiance: Fidelitas Constantus

THE HIDDEN HAND

The XIXth Legion was the Emperor's hidden hand, vengeful sentinels against recidivism and harrowers of those who would sooner flee than bend knee before their new master. The Legion was founded according to the mindset and practises of the Xeric tribes, who conducted their wars against far more numerous foes and were therefore well practised in a wide spectrum of unconventional tactics. Individual units tended towards the smaller end of the scale set down by the architects of the Emperor's armies, but each was a tightly-knit band of warriors trained and equipped to operate on their own for extended periods. They were well able to live off of the land, taking what few resources they needed from their environment or when opportunity or necessity dictated, from defeated enemies.

Drawing on the demeanour of the techno-savages from which it recruited, the proto-Legion quickly demonstrated its skill at reconnaissance and target identification, and its ability to transition from inscrutable watchfulness to rapid attack in the blink of an eye. Its Legionaries waged war by infiltrating into position, studying their enemy and, when the time was right, striking from the least anticipated quarter and slaying the foe outright in a bloody, yet brief assault.

When Horus led his Legion in the opening campaigns of the Great Crusade, he often requested that the XIXth serve alongside his Luna Wolves. In those earliest days, many worlds rejected enlightenment and refused Compliance, and so the blade of the XIXth was there to strike, descending unseen. In time, Horus came to value the XIXth greatly, using them as a tool of terror, suppression and assassination, all tasks the Legion excelled at. It was only when the Primarch Corax was rediscovered, on the world of Lycaeus, and given command of the XIXth, that the nature of the Legion would change. Seeing in the tactics of the XIXth the nature of the once oppressors of his world Corax had fought against, he refocused the Legion, and turned their talents from terror troops to scouts and guerrilla fighters without peer.

IN SHADOWS STEEPED

Upon assuming command of his Legion, Corvus Corax took steps to codify the methods of warfare he had employed against the slaver-lords of Lycaeus into a series of tactical and strategic maxims by which the Raven Guard would operate. While Corax assumed command quickly, giving the Legion his own strategic specialties, it is notable that as soon as he was able, Corax ensured that most of his senior commanders were drawn from Deliverance. The Primarch was distrustful of powerful outsiders, and his closest advisors and commanders would be those who had served alongside him as young freedom fighters during the Lycaean Uprising. Indeed, dark rumour suggested that he so wished to distance his Legion from their Terran origins and Horus' external influence that many senior warriors of the Legion of old were sacrificed in the Great Crusade's most protracted and wasteful campaigns, ill suited to the skills of the Raven Guard, to purge the ranks of the taint of the oppressor and the overlord. Corax exclusively chose to recruit from the freed people of Deliverance, even formally renouncing rights of tithe on Terra. After several costly battles in the Great Crusade, such as the gruelling combat of Gate Forty-Two, the numbers within the Legion swung in favour of those born of Deliverance.





THE PRIMARCH **Corvus Corax**

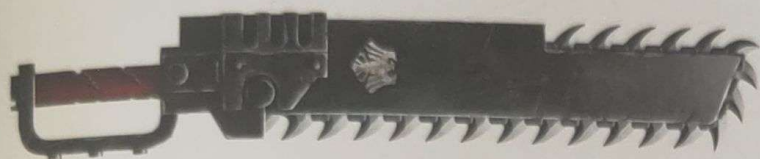
Corvus Corax, the Raven Lord, named the 'Deliverer', came to awareness in a lightless chamber far beneath the surface of a barren moon called Lycaeus; a slave-prison satellite ruled over by the tech guilds of Kiavahr where notions of justice and human dignity had no place in the brutal regime. Corax swore to the people of his new found world he would liberate them from their cruel existence. Fighting for the freedom of the slaves of Lycaeus against the guilds, Corax learned the skills of subterfuge, swiftness and covert warfare he would impart upon his Legion. Upon victory, he renamed his world Deliverance. In his formative years, the ivory-skinned, shadow-eyed and sable-haired Primarch became a paragon for the virtues of the oppressed, a trait that would stand him apart from the arrogance and cruelty of many of his brothers.

The Raven Lord frequently operated alone, or otherwise led very small bands of hand-picked warriors who, of all his sons, possessed skills comparable to his own – the Mor Deythan or 'Shadowmasters'. This predilection was derived from his time as a freedom fighter, where circumstances dictated small cells of rebels were often more effective than larger numbers. It was not unusual for Corax to himself conduct extensive reconnaissance prior to a battle, while most Primarchs would leave such tasks to their warriors. Corax is also known to have led small forces on deep infiltrations far behind enemy lines, striking directly at the heart of an enemy force, leaving his line officers to conduct the overall operation. Frequently, the actions of the main force were in fact a ploy to draw the enemy's attentions from the Primarch's own mission, allowing him to strike the final blow and win the battle.

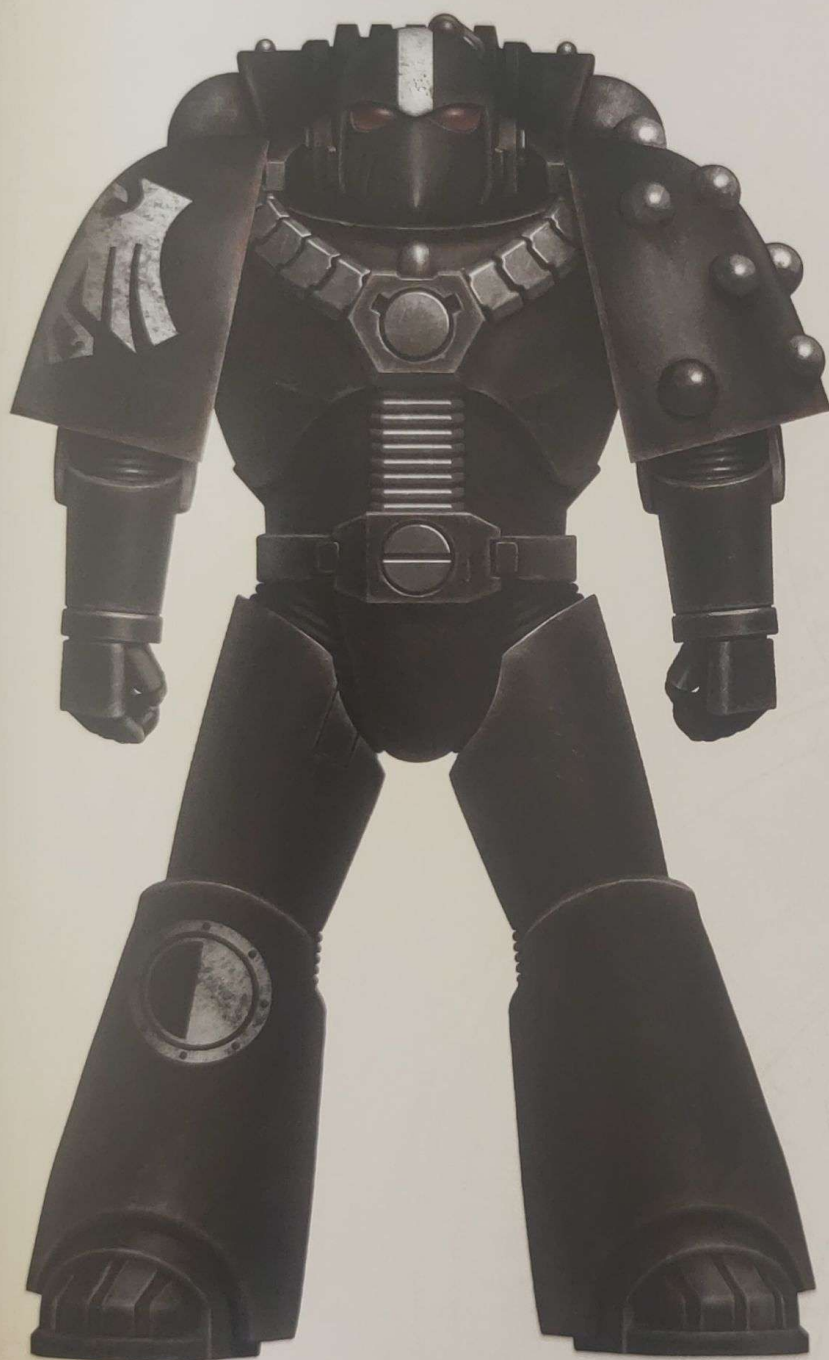
During the Great Crusade, the Legion's stealth specialties were widely utilised and became ingrained, eschewing massed battles and attritional warfare. To aid their preference for and skill at fast strikes and hit-and-run raids, the Legion's armoury was biased towards light attack vehicles and those marks of armour that favoured agility and stealth over heavier plating. Many of the warriors of the XIXth were ill-disposed towards slow and bulky Terminator suits, though the Legion maintained siege and heavy assault detachments which utilised these, and become adept at daring close range rapid shock assaults, from both aerial transport and teleport deployment, in support of the Legion's scouts in deep infiltration if such missions floundered. Corax did not favour these units, though he called upon them as avatars of his carefully controlled anger, loosed when an enemy proved itself worthy only of utter destruction.

During its restructuring, the Legion commissioned several innovations from the forges of Mars, all of them cunningly wrought to further its mastery of the arts of stealth and speed. From its largest starships to its smallest speeders, the Legion's vehicles were modified to obfuscate scanners and project stealth fields. As the Thunderhawk Gunship entered widespread service, the Raven Guard secured for themselves a variant known as the Shadowhawk, sporting all manner of technologies that made it invisible to all but the most sensitive of augurs. Similarly, the Legion's Storm Eagle assault transports were named Dark Wing patterns, modified for low altitude stealth operations. In addition, the Legion gained access to the Whispercutter, an open airframe flyer constructed about a gravitic impeller and capable of dropping ten Legionaries into a war zone in utter silence and with practically no chance of detection.

At the outset of the Horus Heresy, the Raven Guard were among the smallest of the Emperor's Legions. This was due to their favoured methods of waging war and Corax's own rigorous aspirant selection and recruiting methods, but also, in no small part, due to the events of the dire and ill-suited wars of attrition they were committed to by the Warmaster such as at Gate Forty-Two, perhaps in petty retribution for Corax's own acts of purging veterans of the XIXth closest to Horus. These battles gutted the Legion and soured Corax to Horus, the former vowing never to fight alongside the other.



*Thunder Edge
pattern chainsword*



TACTICAL LEGIONARY WITH VETERAN HONOURS
Unmodified MkVI power armour bearing tactical insignia, as-issued condition.



LEGION STANDARD
*Survived Istvan V, interred in honour
at the Ravenspire on Deliverance for
duration of civil war.*



LEGION ARMOURIAL
MkVI pauldron



*MkVI pauldron with
supplemental bonding studs*



XXTH LEGIONES ASTARTES

Alpha Legión

Of all the mighty forces the Imperium commanded during the Great Crusade, there were none so wound about with falsehood, supposition and paradox as the XXth Legion. Any study of the XXth is fraught with difficulty, contradiction, and deliberate misdirection, and uncovering 'truth' when applied to such a study is a vain hope. This is the case even with a record such as this, compiled with the highest of authorities and most extensive reach possible. Perhaps some measure of the truth may be found in the lies of this secret history of the Alpha Legion.

The XXth Legion was a highly independent weapon that neither the Emperor, nor later the Warmaster, could fully control. It was a twisting serpentine thing of formless shadows, as dangerous and venomous as the multi-headed monster of ancient myth that in latter days became its sigil. As a force dedicated to the arts of guile, subterfuge, infiltration and counter-intelligence, the Legion's covert efforts were intended to sow dismay and dismantle a foe's resolve and defences piecemeal, before landing an overwhelming killing blow utilising every one of the myriad weapons and war machines granted the Legiones Astartes; although in many cases these protracted and complex operations were the means and ends also, for the Legion was both unpredictable and delighted in causing strife.



Primogenitor: Alpharius Omegon

Cognomen: (Prior) 747 informal cognomen are listed, including: The Harrowing, The Ghost Legion, The Unbroken Chain, The Strife Wrought, The Hydra, The Combine, The Left Hand of Darkness, The Azure Serpent, The Amaranth Coil and simply 'Legion'

Noteworthy Domains: Unknown/Unconfirmed

Observed Strategic Tendencies: Surprise Assault, Sabotage, Infiltration, Insurgency and Counterinsurgency Warfare, Multi-vector Attack, Interplanetary Pursuit and Decimation Campaigns, and Deep-range Raiding Operations.

Allegiance: Traitoris Perdita

THE GHOST LEGION

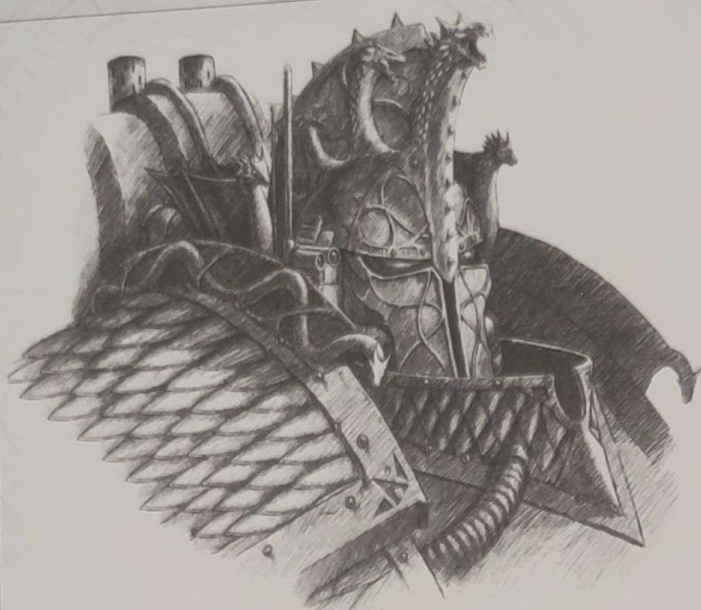
The XXth Legion was established largely in separation from the rest of the Legiones Astartes, and it is generally thought created to a very specific end and purpose, however, what these purposes were remains a mystery. Its gene-seed strain was kept in secrecy, though it is known to have had a highly successful implantation rate and to be free of flaw. The Legion is also thought not to have expanded beyond a very small contingent of between one thousand and two thousand warriors for many of its early years, never having been granted a regional intake on Terra. However, later claims suggest the XXth multiplied in secret, and may in fact have been the largest of all the Legions. These first mysteries would spawn others, and questions would continue to go unanswered not only about the XXth Legion's methods and nature, but about the use to which it was put in its earliest days.

Before it acted as a united Legion, the XXth may have been operating in the shadows of the Imperium for more than a century, building a web of influence unlike any other Space Marine Legion and undertaking a secret war at once part of, and parallel to, the Great Crusade itself. There are no clear facts pertaining to the XXth Legion's covert activities during the Unification of Sol, but they can be extrapolated from records of unknown Legiones Astartes units carrying out targeted strikes, abductions and assassinations, and reports of Space Marines answering to no known master or Legion passing through war zones on high-priority missions under the writ of unassailable clearance codes. These Legionaries bore a range of colours and styles of heraldry, with little to no uniformity, sometimes even mimicking the livery of other Legions. It is impossible to ascertain whether there was some hidden schema to these masquerades, whether they were intended simply to confound allies and enemies alike or if they served a martial purpose known only to the Legion itself.

HEADS OF THE HYDRA

The Imperialis Logistica could not confirm even the most basic details of the Legion, be it the Legion's primary spheres of recruitment or even gauge its operating strength. It was a Legion seemingly sprung whole and entire as if from nowhere, complete with tens of thousands of fully-equipped Legionaries and a capable war fleet that operated with veteran skill. Only Alpharius knew the true extent of his Legion and its domains, its strength and its reach, and perhaps even he knew it only imperfectly. The Alpha Legion's Companies, Battalions and Chapters (referred to as 'Harrows', 'Cohorts' or 'Instruments' in shifting meaning) were formulated and broken down seemingly at the whim of the Legion's commanders, the chain of command appearing fluid and highly decentralised. A 'Harrowmaster' – a master strategist – would hold ultimate command of a war zone, but specialists, such as siege masters or vigilators, were deferred to in their fields of expertise. Under these, each unit was expected to operate as a self-motivated and self-governing 'cell' without need of exterior command, and expected to display initiative and pursue its part in the wider battle plan under its own cognisance and in any way it judged to be expedient, and each warrior of the Legion was trained to excel in battlefield and strategic awareness.

In battle, the Alpha Legion became renowned for its discipline and impenetrable organisation, which emphasised the unity of the Legion and cooperation between its Legionaries in every respect. It maintained a wide spectrum of military assets and capacities, and was dedicated to flexibility and capability in every type of war zone. The Legion was known to pride itself on its unbreakable unity of purpose and will, even though Alpharius encouraged his commanders to operate with extreme independence of thought and action. The Alpha Legion made extensive use of human agents and paramilitaries, building close ties with many such organisations. However, it kept its distance from its fellow Legions. Rumours followed that the Alpha Legion fought alongside each of its brothers in turn that it might insert its own operatives into their ranks, though such hearsay is impossible to substantiate.



THE PRIMARCH **Alpharius Omegon**

Of the many mysteries that surround the XXth Legion, the most fundamental and key enigma is the question of its Primarch. Multiple conflicting reports speak of Alpharius' rediscovery, from the Emperor rescuing him from xenos enslavement, those claiming he boarded Horus' flagship in a calculated raid only to meet his kin by chance, to those daring to suggest he was not scattered as his brothers were but grew to maturity on Terra alongside the Emperor. All such accounts are lies.

It is widely believed that on diverse occasions members of his Legion each claimed not only Alpharius' name but also his identity, even in council with allied Legions and emissaries of the Imperial Court. Some have made the outlandish claim that there was more than one Primarch of the Alpha Legion, or that Alpharius was even somehow able to 'duplicate' himself physically and appear to be in more than one location simultaneously. Some have even attributed metaphor hidden in plain sight to the emblem of the three-headed hydra that later came to symbolise the Legion in this regard.

Furthering this mystery and the outright deception perpetrated by Alpharius, many reliable reports of the Primarch's physical appearance differ. While he is noted on many occasions to be of similar stature and countenance of any of his Legionaries and able to pass unnoticed in their ranks, other records show him as a towering and fearful figure, bedecked in sinisterly ornate, hydra-chased battle plate. Whatever the case, contemporary accounts record Alpharius as being the last Primarch to re-join his Legion, and describe him as a masterful tactician and strategist – his erudition was astounding and his great intelligence was as cool and as watchful as a viper's gaze.

The Legion's hallmark was a relentless application of force and a terrifying level of coordination between its warriors and war machines. This capacity for combined arms warfare, speed and surety of attack was matched by a mastery of the darker arts of war: of sabotage and ambush, terror tactics and assassination. Also evident was its desire for secrecy and talent for misdirection. To its enemies, the Legion was a true nightmare; a foe that could strike from any direction, that seemed to thwart any stratagem and strike at weakness no matter how well hidden. The Legion was a foe that knew neither mercy, nor honour, nor quarter, and one that seemed to delight in destruction for its own sake, and the chaos and anarchy it could inspire before the death blow. As the 'youngest' Legion, the XXth was zealous to prove itself against its brothers at any cost, and the often over-elaborate and needlessly complex and malign way in which the Alpha Legion chose to wage war frequently earned it acrimony rather than fame.

'The Harrowing' was the name given to the Legion's most infamous stratagem, by which it wielded a devastating mixture of subtlety and overwhelming force, revelling in both meticulous planning and the exercising of imaginative cruelty in war. Beginning with infiltration and sabotage, the Alpha Legion spread confusion and panic unseen, maiming and bleeding its foe's main strength and forcing upon them such vulnerability as the Alpha Legion wished. Then would come the kill. Often this final attack, the Harrowing itself, would be in the form of an assault from a hundred directions at once; a blizzard of different tactics and attack plans used against a foe either utterly unaware of the true danger or already brought to the brink of chaos. The result was almost inevitable catastrophe for the Alpha Legion's victims, as the full might of the Legion, comprised often of elite Lernaean Terminators would then descend at the point of the enemy's greatest weakness, and what would follow would be more akin to murder than battle. Much of this knowledge can only be inferred, however, as the Alpha Legion's Harrowings left no survivors or witnesses.



LEGION ARMOURIAL
MkVI pauldron



MkVI pauldron with
supplemental bonding studs



LEGIONARY WITH VETERAN HONOURS
Equipped with largely unmodified MkVI power armour, bearing
typical XXth Legion armourial pauldron.



LEGION STANDARD
Multiple sightings, provenance
unconfirmed.



Customised Power
Sword Variant



The Talons of the Emperor

The Talons of the Emperor is the name given to those elite forces of the Imperium who drew their commands directly from the Master of Mankind in war, and served Him as emissaries, agents, bodyguards and destroyers. They include among their number the legendary Legio Custodes, the Emperor's own sworn protectors, and the feared Sisters of Silence, harvesters of the Great Tithe, as well as the shadowy inhuman killers of the Officio Assassinorum, and other even stranger and more occluded agencies such as the Psi-Titans of the Ordo Sinister. While the might of the Space Marines led the conquest of the galaxy, with the numberless ranks of the Imperialis Auxilia following in their wake, the Talons of the Emperor were given other, often more mysterious and secret tasks, but no less vital for that. When unleashed in war, their power is unmistakable and unstoppable, their weapons and abilities born of the Emperor's reason and of ancient relics of the Dark Age of Technology which none save they are entrusted to wield.



The Sisters of Silence

Formal Title: The Silent Sisterhood of the Great Tithe

Banner Imperialis: The Divisio Investigates of the Divisio and Adeptus Astra Telepathica

Magisterium: Lex Majoris Psykana (authority within accorded duty subject to the review only of the Lords Imperial of the Adeptus Astra Telepathica and the Offices of the Imperial Household).

Cognomen: (Informal) The Sisters of Silence, the Witch-Seekers, the Soulless Ones, the Null Maidens.

Domains: (Legal Remit) Wherever the shadow of the Emperor falls. (Vassalage) The Somnus Citadel (Luna, headquarters), the Magadan Orbital Construct (Fortress Anchorage of the Black Ships, Sol System), Cold Alpha (Prison Fortress, Titan orbit, Sol System), Star One/Silent Harbour/Taceant Astra (code designations believed to be Segmentum Solar planetary systems given over to the secure processing of the Great Tithe, location unknown/prohibited).

Across the great Imperium of Mankind, the Sisters of Silence were figures of mystery and fear. They were one of most secretive and mysterious of all the orders of the Emperor's servants. Each one of them was an unspeaking, soulless thing that inspired dread wherever she walked. Plying the dark void between the stars upon the dreaded Black Ships, the Silent Sisterhood were the enforcers of the Great Tithe, known by some as the 'Psyker Cull'. Their duty was to harvest those humans with the psyker's 'gift'; whether given up by their kin and government freely, or stalked and trapped to the very ends of their world. There could be no hiding place from the Sisters of Silence, no argument that could sway them, and no turning them aside. By the writ of the Emperor, they came and went like ghosts between the stars, and struck like the reaper of myth against any who would seek to thwart them.

The duties of the Silent Sisterhood were complex and manifold, but at their core they were warrior-investigators, hunters and gaolers. Their charge was to seek out, apprehend and process psykers from the human population of the ever-expanding Imperium, and forward them to the Divisio Astra Telepathica for assessment and disposition. As part of this quiet purpose, their duty was also to hunt down renegade psykers and destroy those who were deemed too dangerous to live. This perilous task, well beyond the abilities of any merely human law enforcement or military force, was made possible in its execution not simply by the martial prowess of the Sisterhood itself, but crucially by their fundamental nature as Psychic Nulls – for each and every member of its ranks was immune to psychic assault, and anathema to the powers of the Warp, causing psykers discomfort, pain and fear by their very proximity.



The Legio Custodes

Formal Title: The Legio Custodes Magna Imperator

Banner Imperialis: Chamber Militant of the Imperial Household

Magisterium: Lex Ultima (authority within accorded duty incontestable except by the direct and expressed word of the Master of Mankind)

Cognomen: (Informal) The Custodian Guard, The Ten Thousand, Auric Mortalis or 'The Golden Death'

Domains: (Legal Remit) Wherever the shadow of the Emperor falls. (Vassalage) The Tower of Hegemon (sovereign sub-fortification; Imperial Palace). Various fortresses, vassals, chattel, void craft, ministries and claims unknown to any but themselves upon the Throneworld of Mankind, throughout the Sol System and beyond.

The Custodian Guard were the bodyguards and sworn protectors of the Emperor and his chosen emissaries, and should the need arise, his most deadly executioners. Their history is a long one, and for centuries they have walked in the Emperor's shadow as his praetorians and the protectors of his secrets. They were, by many accounts, the Emperor's true firstborn, his first genetically engineered, psycho-indoctrinated warriors of unswerving loyalty and unshakable purpose; perfected weapons crafted by the Emperor's genius from the dread lore of the Dark Age of Technology.

Each Custodian was handcrafted by the Emperor to be superhuman: stronger, faster, more acute of senses and more resilient even than the doomed Thunder Warriors or the Space Marines who would follow them, and so far beyond the limits of an unaugmented human as to be

almost godlike in comparison. Indeed, only the Primarchs and above them the Emperor himself exceeded the Legio Custodes in corporeal might, and to meet them in open conflict was to court death for human or alien alike.

While the might and skill-at-arms of the Custodes was great, their weapons and wargear were also uniquely powerful, representing the very apex of the Imperium's technology. They wore nigh-impenetrable golden auramite armour, engraved with names earned through their deeds, and they wielded powerful and esoteric weapons such as adrathics, of such destructive potential that the Emperor remanded every instance of such weaponry into his own custody, and any breach of this demand would result in the immediate death of the person who denied Him, and often the razing of the very ground they stood upon to ashes.



*Legio Custodes
pauldron bearing
aquila armourial.*



*Legio Custodes
'Rython' variant
pauldron.*



CUSTODIAN GUARD

Sentinel/Guardian standard configuration, as widely adopted for non-specialist duty.



Imperial Assassins

Title: The Officio Assassinorum

Banner Imperialis: [REDACTED]

Magisterium: Pater Imperium (operating under the Writ of the Imperial Household)

Cognomen: Clade Assassins, (Informal) The Emperor's Knives, the Shadow Killers, The Scalpel

Domains: No Extant Records.

The Imperial Assassins were wielded solely by the Emperor's Household, and as singular weapons of dire necessity. Theirs was a shadowy organisation operating from hidden temple holdfasts, and organised into rival clade disciplines, each of which acted to perfect a myriad different methods of death dealing. From the thousand killing traditions of Ancient Terra, and the many thousand more encountered in the course of galactic Compliance, select human operatives were transformed using specialised biological and mechanical augmentation, the lore of murder, training and equipment, combining to make them singular instruments of lethality.

Usually, the Assassins acted alone and in secret, crossing the galaxy by hidden means to exact the Emperor's final sanction upon any deemed to have transgressed unforgivably against his law. They struck from silent darkness, acting as a scalpel would to carve away a potential cancer festering within the Imperium, and would then melt into the shadows once again, leaving no trace of their passing but a cooling corpse. Though the Officio Assassinorum was hidden, its existence was an open secret; posing by threat alone a guarantee that the promises made by Compliant worlds to the Emperor were kept.



The Ordo Sinister

Title: (Formal) The Titanicus Terranic Ordo Sinister

Banner Imperialis: Ordo Militant of the Imperial Household, seconded ex tempore to the Divisio Militaris of the Great Crusade

Magisterium: Pater Imperium (operating under the Writ of the Imperial Household)

Cognomen: (Informal) The Left Hand of the Emperor; the Nightmare Titans

Domains: Four Chamber 'fortress-crypts' of the Ordo are stated to exist on Terra: Occidentalis, Orientalis, Polaris and Borealis.

The purpose of the Ordo Sinister was the battlefield employment of macro-level weaponry of terrible potency against unhallowed powers and horrors beyond human imagining. These were weapons – of a nature which was expressly forbidden within the Imperium on pain of death – able to manipulate life, project psychic phenomena and even distort time and space. They were born of the ancient relics of the Dark Age of Technology and forbidden to all but those under the Emperor's direct control – and even then only under the greatest possible conditions of secrecy and failsafe.

The Ordo, which prior to the outbreak of the civil war comprised twenty-five known Sinistram modified

Warlord Psi-Titans, was never despatched to the frontiers of the Great Crusade, and never left Terra for any significant length of time, that can be discerned, other than to respond to dire threats, nor does it appear that any more titans were added to their number over the course of the Great Crusade. Tellingly, even before his treacherous fall from grace, never once was the Ordo Sinister placed at the disposal of Warmaster Horus or any other independent commander, but it always remained in the shadow of the Emperor's authority. Indeed, orders from the Master of Mankind demanded the Ordo Sinister was not included in the general preparations for the wars of the Horus Heresy, but waited as part of Terra's last line of defence.

Cometh the might of humanity! Hark, the thunder of our guns as the voice of the dominion. Behold, your conquerors, the right hand of the Imperium. We are the dauntless, we shall not falter. By iron and fire, we claim this world in the name of Terra."

**Attr: Cohort Marshal Mhaurren,
87th Solar Auxilia Cohort, 'Star Reavers'**







The Solar Auxilia

Of the myriad regiments and battalions of the Imperialis Auxilia, more commonly referred to as the 'Imperial Army', the Solar Auxilia are among the most elite, disciplined and well equipped of fighting forces, widely considered by many second only to the superhuman Legiones Astartes in their military effectiveness in Expeditionary warfare, and in particular the desperate extremis of Zone Mortalis battles. While some observers may point to singular units and individual regiments whose skill, power and reputation may arguably exceed that of the Solar Auxilia, such as the legendary 'Old Hundred' Terran regiments, what marks the Solar Auxilia apart is the fact that they are not simply a single regiment raised from a particular culture or displaced from a warlike Compliant world to serve the Imperium, but a pattern; a culture of warfare and an order of battle which had successfully been replicated on hundreds of worlds.

As a result, the Solar Auxilia cohorts and regiments have formed the backbone of the Imperium's military forces since the dawning of the Great Crusade. While the Space Marines of the Legiones Astartes have been both the standard bearers of the Great Crusade, and without doubt its principal and unstoppable strength, the Solar Auxilia have often been its indispensable and most elite foot soldiers. And, as the Imperium expanded to encompass thousands of worlds, its first line of protection against those who would destroy it from without or disturb its peace from within.

THE ORIGINS OF THE SOLAR AUXILIA

As the name might suggest, the origins of the Solar Auxilia lie in the Sol System in the earliest days of the Great Crusade. No doubt from the very beginning, the Emperor realised that while his *Legiones Astartes* would be his foremost agency of war and conquest, the sheer scope of the undertaking of the Great Crusade – no less than the liberation of the entire galaxy – would require far more manpower, spread over a wider area, than even hundreds of thousands of Space Marines could hope to achieve, simply because they could not be everywhere at once, nor would they be best served by undertaking roles ably filled by ordinary humanity. From this reality, the *Excertus Imperialis* was born; billions of second line and support troops, functionaries, labourers, void crew, logisticians, almoners, adepts and staff officers, and the countless quantities of weapons, equipment and war machines, void conveyances and warships they needed; all to make the Great Crusade a reality.

Where the Space Marines were to be foremost the hammer of the Great Crusade, the Solar Auxilia were to be its pioneers and void-faring guardians. They were constituted as mass, heavy Expeditionary forces, and their primary stratagem of conquest was to conduct a planetary landing, to fortify the landing zone against all possible counter-attack, and in so doing to challenge local forces to a gruelling campaign or to surrender without bloodshed. Few cultures were willing to oppose such landings, but those that did were forced to contend with a fully entrenched, superbly equipped and highly motivated enemy which would invariably prove all but impossible to expel.

The Solar Auxilia would also serve alongside the Rogue Traders and in the Expeditionary fleets both as aggressors and as explorers, and as such they would need to be disciplined, trained and well equipped considerably beyond the level of the average militia soldier. Once Compliance over an area of space had been achieved, and the battlefronts of the Great Crusade had moved on, it was also to be the Solar Auxilia, with their own fleets and assigned warships, that would guard those worlds and star systems that were now part of the growing Imperium from marauders from without and rebellion from within. Only when Compliance was guaranteed beyond doubt would the Solar Auxilia oversee the creation of locally-raised *Imperialis Militia* forces, allowing them to redeploy to the leading edge of the Great Crusade once more.

In laying out the strategic formulation and pattern of organisation for the Solar Auxilia, the Emperor, in his wisdom, appears to have drawn on two principal sources: the great military forces of the Unification Wars of Terra and the Saturnyne Ordo. Warfare had been the general condition on Terra and across its star system for

thousands of years, and the home world of humanity had seen many great empires rise and fall, and with them great armies and warrior cultures form and meet their destruction. From this crucible of battle, the Emperor drew much that would inform the structure and tactics of all of his armies, and the Solar Auxilia would be no different in this, but it was the highly militarised tech-enclaves of Saturn, whose expertise in void warfare was of peerless temper, that would most greatly inform the nature of the Solar Auxilia.



As the Great Crusade progressed, the effectiveness of the Solar Auxilia as a distinct military concept and coherent fighting force was proved time and again, and the strategic demands of the ever-expanding Expeditionary fleets and the galactic territory they conquered demanded that Solar Auxilia regiments be raised in increasing numbers. The Terran system alone could not meet this growing demand and so the Solar Auxilia pattern was used as an imprint elsewhere, and soon regiments and larger cohort formations were being raised across the Imperium, often set up around cadres of experienced officers and non-commissioned ranks from existing regiments. These raisings were most common in star systems with an established tradition of void-capable military and privateer forces, and in many cases served to absorb such a culture more readily into the Imperium, particularly if armed struggle had been needed to subdue it into Compliance. Yet at its core, the Solar Auxilia became and remained a hardened body of professional soldiery, equipped and trained to the highest standards of the Imperium's human forces, and a keystone of the Great Crusade's tremendous progress.

THE SOLAR COHORTS

According to the measure of the Officio Militaris of Terra, the Solar Auxilia Cohorts are the definitive example of a heavy void infantry formation of the Excertus Imperialis. As such they are fully trained and equipped to take on void war zones, hazardous planetary environments and operate both as 'interface' troops – meaning transitioning from void to ground operations in combat conditions – and fight heavily contested boarding actions. The fundamental building block of the Solar Cohort at the tactical level is the Tercio, a formation made up of three 'sections' of Auxilia, whose nature was defined by their weaponry and battlefield role. Tercios collectively could be assembled and deployed in a variety of ways and numbers to meet a particular strategic need. By far the most common Tercio formation is the Infantry Tercio, made up of three lasrifles sections; each comprising twenty void armoured, lasrifles-equipped infantrymen, commanded by a junior officer. Alongside these fight elite 'Veletaris' Tercios, each made up of three squads of ten veteran troopers equipped with augmented short range weapons such as volkite chargers or flamer units, and Fire Support Tercios, commanding three batteries each of three crew-served infantry support weapons platforms, of which the tracked rapier type is the most common.



The tactical doctrine of the Solar Auxilia grew organically through operations during the Great Crusade, and is the direct result both of the unusual environments in which they commonly operate and in part the particular qualities of their arms and equipment. The most singular and perhaps iconic piece of wargear utilised by a member of the Solar Auxilia is their void armour; a carapace-reinforced, fully-enclosed environmental combat body armour with a fully integrated life support unit. The void armour worn by the Solar Auxilia, eponymously classified as 'Solar pattern', is itself a mass-produced modification of the ancient void armour worn by the Void Hoplites of the Saturnyne Ordo. The armour is fully sealed and capable of resisting small arms fire, ballistic impacts and shock trauma, is self-healing against minor

penetrations and lacerations, and is particularly resilient against radiation and thermal effects, making it highly effective for combat operations in hostile environments of many kinds, not only the open void of space.

When fighting on a planet's surface, the Solar Auxilia Cohorts make extensive use of support armour and mobile artillery units in open battle, and unlike the forces of the wider Imperialis Auxilia, these are invariably patterns designed and proofed against vacuum and hostile environment operation, including radiological shielding and internal life support systems. These include the notably advanced Mars-Solar pattern Leman Russ battle tanks, created specifically to the Auxilia's specifications by the Lords of the Red Planet – both swifter and more sophisticated than their more commonly encountered counterparts – as well as semi-automata variant Basilisk and Medusa artillery tanks mounted on those same environmentally sealed Leman Russ chassis. Solar Auxilia Cohorts are also renowned for their routine deployment of prefabricated defence works, fortifying any encampment they make or outpost they construct, however temporary; a standard operating procedure born of extensive deployments on unknown worlds far from ready aid.

Most Solar Auxilia Cohorts also feature at least one fully equipped heavy armour sub-cohort within its ranks, whose armoury contains numerous types of general battle units such as the Malcador and the Baneblade, as well as vehicles reserved for more specialised roles such as the Shadowsword and Stormhammer. It is notable, however, that more specialised siege formations, such as static artillery batteries, are rarely included within a cohort's regular order of battle, as siege duty and attrition warfare was largely considered a waste of the Solar Auxilia's particular capabilities by strategic command during the Great Crusade, and left to other, less specialised formations of the Excertus Imperialis – the grand military support structure of the Imperium.

The many regiments of Solar Auxilia also meant they could be found in innumerable war zones across the galaxy throughout the entirety of the Horus Heresy. Sometimes they were supporting one or more Legionis Astartes formations, but just as often they fought alone, or alongside regiments of other divisions of the Imperial Army, sometimes against tremendous odds. Bound by oaths of honour and rigid military tradition, the ancient Terran pattern Solar Auxilia regiments remained largely loyal to the Emperor during the Horus Heresy. While some cohorts – given the vast numbers of Solar Auxilia under arms at the time of the galactic civil war – were inevitably manipulated or corrupted. The many offshoots of the Solar pattern, those formed in disparate systems across the galaxy, were as evenly divided between Loyalist and Traitor as any other sub-division of the Imperium's armies, with many owing their primary allegiance to the Warmaster and his allies.



Veletaris Command



Auxiliary Cohort Armourial



Veletaris Sub-Command



Sol 'Saturnyne' pattern power fist



Sol 'Saturnyne' pattern blast pistol



Example of an Auxiliary bearing the equipment most typical of infantry rifle sections of the 542nd Cohort, Solar Auxilia, or 'Boreanite Devils'.



542ND COHORT STANDARD

No.17 'optima' pattern standard, combat grade, 'Boreanite Devils'.



The Mechanicum

Mars and its widely-scattered diaspora of Forge Worlds represented a formidable power bloc within the polity of Mankind, one united by an unbreakable belief in the Machine God or 'Omnissiah'. Each Forge World of the Mechanicum was an autonomous and largely independent part of a grand confederation of kingdoms united by faith, but otherwise divided by interpretation of their creed, ambition, ideology and thousands of light years. During the Great Crusade, much effort was made to understand and codify the organisation of the Mechanicum's armies in relation to the template of the 'Triad-Magna' created on Mars during the Age of Strife. This Great Trinity, as it was also known, comprised three elements: the Skitarii legions – bionically augmented and fiercely loyal guardians of the lords of the Mechanicum, the god-engines of the Collegia Titanica, and the Taghmata Omnissiah, the armies of the Mechanicum as divinely ordained by the Machine God.

THE TAGHMATA OMNISSIAH

The Taghmata Ommissiah was the principal form of operational military force of the trans-Martian Mechanicum and also the most numerous of the Mechanicum's militant orders. A Taghmata detachment consisted of a dizzying array of warriors, vehicles and automata. The bulk of such forces was often made up of human thralls pressed into arms (sometimes called 'tech guard') or servitors armed for war, bellicose lesser magi and augmented cyborg soldiers. In practice, a Taghmata force could be of greatly varying size, disposition and scope, the nature of which was often determined by the role it was called on to serve. Before Mankind's galactic civil war was to shatter the Imperium, the Taghmata was primarily mustered as a purely defensive measure, commonly when a Forge World came under direct attack, such as from hostile xenos. Smaller Taghmata elements would also be raised and formed during the Great Crusade to arm and equip Explorator expeditions or to garrison outposts in hostile or hazardous regions of the void. They were also formed more rarely to provide armed diplomatic escorts or deputations to the Expeditionary fleets and to Rogue Trader Militant fleets.

Within the Taghmata were many tactical divisions and sub-cults that embodied specialities within the panoply of arms available to the Mechanicum. Foremost amongst these were the Autokrator, the Lacyraemara and the Macrotechnia. The Autokrator concerned itself with marshalling the ground armour and artillery trains of the Mechanicum, as well as liaising with seconded Skitarii tech-guard within the Taghmata. The Lacyraemara commanded the indentured labour units of the Forge Worlds, modifying mortal troops and beasts through bio-alchemical and technological processes to be better suited for war. Finally, the Macrotechnia was made up of engineer covenants who oversaw the use of the largest machines available to the Mechanicum which were not part of the Collegia Titanica, such as huge terraforming constructs and the awesome power of the Ordinatus; concentrated weapons of fearsome destruction.

To those outside the arcane secrets and strange mysteries of the Mechanicum, the Taghmata was a difficult thing to grasp, seeming at once a purely descriptive term applied to a bewildering tapestry of magos, machine works and indentured manpower, and also a rigid and labyrinthine hierarchical structure, the equal of any in the Imperium's armed forces in complexity. Each Forge World was made up of many sub-domains, each ruled by a magos who commanded their own military might, armies of retainers and cohorts of war machines configured to their own specialties and proclivities. Such armies were the building blocks of the Taghmata, and could be called into service by

the Forge World's feudal lord, the Archmagos-Intendant, who in turn might be called upon by those to whom they owed allegiance, be it the master of a more powerful Forge World or ultimately the Fabricator General of Mars. Thus the Taghmata was united by a complicated web of patronage, ancient treaty and pacts of mutual support. During the Horus Heresy such threads of allegiance would unravel, and the Taghmata Ommissiah would be turned upon Loyalist and Traitor alike on a grand scale.

MILITANT ORDERS OF THE MECHANICUM

Besides the Taghmata stood independent and allied divisions of the Mechanicum, which crossed the boundaries of the Forge Worlds. These included the noble Questoris Knight Houses which were closely linked to the Mechanicum and served it as a supporting vassal force; the Explorators who charted distant stars and seeded new Forge Worlds as part of the Mechanicum's ever-present Quest for Knowledge; the Prefecture Magisterium whose role was to preserve and enforce the strictures of the Ommissian Creed; the Myrmidon cult made up of the most bellicose lesser Magi who heavily augmented their own bodies for battle; the Ordo Reductor, a nomadic sub-cult of the Mechanicum devoted to siegecraft, and the Basilikon Astra, which controlled the space ports of the Mechanicum and were tasked with the creation and operation of many of the Imperium's void-borne fleets. Also, there were the highly independent and secretive Ordo Katastrophica, Magi agents of change who promulgated a scientific philosophy of discovery and innovation at odds with the Treaty of Olympus. Perhaps the most feared of such militant orders was the Legio Cybernetica, whose dread responsibility was the command of legions of soulless battle-automata in war.



THE DARK MECHANICUM

The treaty between the Martian Parliament and the Emperor imposed several restrictions upon the Mechanicum's practices, labelling much of the knowledge possessed by the Forge Worlds as 'heretechnica' – a heresy against the Emperor in his authority as an avatar of the Omnissiah. There were many such forbidden heretechnical sciences and technologies. Heretechnica ranged from those which may be contained to the horrors of the mind or body of only a single being, to higher orders of Heretechnica, capable of unleashing plagues of death across entire star systems, draining the energy from stars or distorting space-time itself. However, there were three Orders of High Heretechnica hated above all others, each capable of bringing the Imperium to its knees if wielded recklessly. These related to the creation of artificial sentience, such as the so-called 'Men of Iron' which had plagued humanity's Dark Age of Technology; the manipulation of the human gene-code, particularly where relating to the mysteries of the Primarchs, the Legio Custodes or the creation of pariahs and other abominations against nature, and lastly, the deep study of the Warp.

The Dark Mechanicum was a coalition of Magi which saw these restrictions as shackles placed upon the ambition, imagination, curiosity and righteousness of purpose of the entire Mechanicum. They rejected the notion of the Emperor embodying the Machine God's purpose, and cast off the fetters placed upon them, continuing their research into forbidden lore. Across the galaxy, they dabbled in the foulest of sciences and created legions of unspeakable horrors. Such dark deeds simmered and festered within the Mechanicum, carefully hidden from the Imperium's eyes until the conclusion of the Great Crusade, during which time the Warmaster sent his emissaries to many Magi who felt themselves oppressed by the Emperor's dictates. The Warmaster offered an open hand of friendship and promised to sweep aside the Emperor's restrictions. He offered freedom and interstellar empires of their own to these Magi, to be ruled in his name, where they could operate without fear of oversight or punishment. Horus' promise was that of a permissive and disinterested master, allowing the Magi to explore proscribed sciences to their hearts' content, so long as his armies were fed a continual glut of arms and armaments. Many dozens of Dark Mechanicum Forge Worlds would side with the Traitor cause on these terms, setting their powerful industry to the creation of deadly weapons and baroque constructs of war.

THE COLLEGIA TITANICA

Myriad were the hosts of the Mechanicum who swore their allegiance to the Great Crusade, from the bellicose Myrmidon cults to the cybernetic flesh-constructs of the Lacrymal. Mightiest of them all, however, were the god-engines of the Collegia Titanica, a singular martial class within, and simultaneously quite distinct from, the ranks of the Cult Mechanicus. The towering bipedal god-engines known as 'titans' have served the Tech-Priests of Mars since the time referred to only as the Era of Pathogenesis. Though little data survives, it is known that titans first appeared during a great and terrible war fought between the besieged forges of the nascent Mechanicum and a debased caste of cabalistic heretics named the Cy-Carnivora. Vast swathes of the blasted red wastes of Mars had fallen to the Cy-Carnivora Mekwrights, and it took the creation of three entire Orders of what would become the Collegia Titanica to defeat them. These three Orders were collectively named the 'Triad Ferrum Morgulus', and it was from the template of their creation that all future Titan Orders were founded.

Created to defeat the monstrous hunger engines of the Cy-Carnivora, little could stand before a titan, and nothing before an entire Order, which at its height might number between 200 and 300 towering machines of destruction. Having finally driven the horrors of Old Night from Mars, the Titan Orders marched across the Red Planet in defence of the Forges, becoming rivals in glory and politics, and creating enmities that would be exploited in the dark age to come. As they grew and took on their own unique characters and traits, based on the doctrines of their pilot-commander princeps and the sacristans who anointed these god-engines in the name of the Omnissiah, the Orders became the Titan Legios. By the auspices of the Collegia Titanica, Mars' overall repository for the martial traditions and templates of the Titan Legions, each Legio assumed its own title, including High Gothic and Low Gothic monikers, icons, banners, colours and other unique elements of heraldry.

When the Emperor came to Mars and the accords were sworn at Olympus Mons, the Titan Legios were turned to the service of the Great Crusade, where their devastating weaponry, impregnable armour and the peerless skill and devotion of their crews proved every bit as destructive against recalcitrant empires and xenos horrors as they had on the Red Planet. By the height of the Great Crusade, dozens of Titan Legios marched to war. Seedings of ancient Orders once cast into the void from Mars and having later born fruit were recovered as the Imperium expanded, and added to the great Collegia Titanica. Mars would continue to nominally serve as central authority over them, though, in reality, each Legio was its own master, and many, far removed from Mars for decades or centuries, wanted little to do with that distant and disinterested overlord.



IRON BARON

Legio Mortis Mars pattern Reaver class battle titan – Augmented to Myrmidon Battleline Maniple in the company of 'Penumbral Reaper'.



An Age of Darkness

To future generations, the events of the great conflict that would become known as the Horus Heresy are hoary old myths, recorded in monumental sculptures and the architecture of Imperial buildings and palaces; in the faded manuscripts of ancient archives; in crackling, static-laced and near-defunct holo-tubes and in the oral histories of the Space Marine Chapters. These myths tell of only the most dramatic and significant parts of the story – for the most part, the real details of what took place during these few short years will never be revealed. The truth would surely shake the foundations of the Imperium were they to become widely known, and then with terrible inevitability, history would repeat itself and the cycle of death begin anew.

Thus is this time known as the Age of Darkness.

THE EDGE OF RUIN

In the fifth year of the 31st Millennium, Horus Lupercal, Warmaster, favoured son of the Emperor and hero of the Great Crusade, plunged the Imperium of Mankind into a war from which it would never truly recover. Amid the shattered cities of the lonely and distant world of Isstvan III, he set the warriors of the Legiones Astartes against one another, raising the banner of rebellion and drowning his oaths of loyalty in blood. This betrayal was the first blow of the last war – the Horus Heresy.

Those of his brothers who held true to their oaths would come to face him at Isstvan V, only to find that Horus had laid well his plans of treason. Fully half of the Emperor's Primarchs and Space Marine Legions were already secretly sworn to Horus' side and they turned their guns upon their kin with grim abandon, leaving the pride of the Imperium broken upon the black sands of that once insignificant world. Worse yet, the Primarch Ferrus Manus was slain and his head made a trophy for the traitor Warmaster.

At a stroke, Horus had shattered the Legions that had all but conquered the galaxy, cleaved apart the heart of the Imperium and laid clear his path to the Emperor's throne. Terra, the Throneworld of the Imperium, was Horus' goal. In his way stood Rogal Dorn and the few remaining steadfast armies of the Imperium, the other loyal Primarchs scattered to the far corners of the Imperium and unable to come to the Emperor's aid.

A narrow channel of worlds straddled the main route from the far north and Isstvan to Terra; the fortresses of Paramar, Beta-Garmon and Lorin Alpha. Along this channel were fought desperate holding actions, Rogal Dorn spending all his resources and committing all those

warriors at his command towards slowing the advance of the Traitor hordes. For long years they would hold the line, keeping Horus at bay at the cost of millions of lives in a series of bitter sieges and desperate battles; conflicts that would spawn legends to last 10,000 years and more. Yet even as they fought, the flame of rebellion spread and took root in all the worlds of the wider Imperium, the war no longer a simple matter of overthrowing Terra and claiming the throne, but a sprawling morass of old grudges and feuds now ignited into open battle.

BETRAYAL LONG IN THE MAKING

Horus' betrayal was no sudden whim, nor one forced entirely upon him by the intervention of outside forces. The preparation required to undertake a war on the scale of the Horus Heresy, involving millions of warriors across hundreds of star systems along with all the materials required to fuel their onslaught, is no small thing but rather a task to challenge even the greatest of military minds. To achieve such a feat in secret and in the space of a few short months is simply not possible, even for such a renowned strategic genius as Horus Lupercal. His grand rebellion, one that had suborned half of the Legiones Astartes, dozens of Forge Worlds and many millions of warriors in the Imperial Militia, was a work of logistical and strategic genius and one that had taken form over many long years. The Horus Heresy was a dagger long prepared and sharpened before it was plunged into the Emperor's back.



THE DARK EMPIRE

In the opening years of the war, Horus claimed decisive victories across the northern Imperium, establishing a beachhead from which to prosecute his war. This 'Dark Empire', as it would become known, expanded swiftly to encompass much of the territories of the Segmentum Obscurus and the northern reaches of the Ultima Segmentum. Within it were a hundred hundred human worlds, many of which were quick to pledge allegiance to the Warmaster, albeit under the threat of the guns of his Sons of Horus. Only vital Forge Worlds and their historical empires such as Cyclothrahe, or those well defended and mercenary worlds with little love for distant Terra, such as Emratus, could hope to bargain for freedoms with Horus in exchange for their martial power. Few worlds acquiesced to Horus' rule under fair terms or gained wealth and renown through an alliance with the Traitor cause, instead being crushed under the remorseless heel of the Warmaster and his acolytes and pressed into his service.

Horus conquered worlds in actions of so-called 'Dark Compliance'. To each world over which the Warmaster's shadow fell, a simple choice was given: total submission and surrender or total destruction and brutal subjugation – slavery or death, there were no other options and no second chances. It was a perverse parody of the progress and glorious goals of the Great Crusade, but served as more than mere scorn for the Emperor's dream or even the vainglory of a tyrant, for there was underlying method and intelligence beneath the apparently wanton savagery. When one militant world or stubbornly Loyalist star system was punished by apocalyptic destruction for their brave defiance, such fear was created in others nearby that their surrender came as a rapid and forgone conclusion, often without a shot fired in their defence. Each world added not simply territory but manpower, production capacity and supply, feeding a war machine that was growing exponentially in power.

Of those worlds less than willing to submit, any economically or militarily critical to the Warmaster's advance were taken first, and dissent quashed under the weight of steel and ceramite. Horrors were perpetrated against the denizens of worlds that dared to resist Horus' advance. Entire populations were indentured in massed labour camps to supply their worlds' resources to the Traitor war machine, or else conscripted into militias and made fodder for wars light years away. Always survivors and refugees were left alive to flee and spread fear and panic in the Warmaster's cause. As the initial years of the Horus Heresy passed, thousands of worlds were said to have 'gone dark', lost in a malaise of war and cruelty, and nowhere was this more apparent than in the Dark Empire, which expanded its borders with each passing day.

Resistance to this advance was limited and brittle, and hope of an organised counter-attack was inhibited by the occlusion of the Ruinstorm. Only through alliance with ruinous powers could the Traitors circumvent those obstacles which frustrated Loyalist efforts at defence and breach the warp storms, adding a critical strategic advantage to the Traitor cause and contributing to the overwhelming shock of the Warmaster's treason. Beset and isolated, worlds the length and breadth of the Imperium fell to the Warmaster and his allies, or else turned upon themselves in the settling of old scores and ancient vendettas. In either case, these worlds, their resources and armed might were all lost to the Imperium.

DAEMONS OF THE RUINSTORM

For centuries, the Emperor had sought to deny the Warp and its denizens, to bury the legends and fears of Old Night beneath the weight of his Imperial Truth; however it could not last. Horus and his allies let loose the Warp and its powers upon the Imperium of Mankind, giving new strength to the creatures that lay waiting in that ephemeral realm. By means of the great ritual performed at Calth with the death of the Viridian Star, and many other bloody sacrifices made on the altar of war, the Traitors tore down the fragile barriers between reality and the Empyrean realm. A warp storm unlike any seen since the Age of Strife was unleashed across the galaxy, scattering and fragmenting conduits of safe passage in that shadowed dimension.

This was the Ruinstorm and its tempests raged the very breadth of the Imperium, making long-distance communications and navigation all but impossible across vast swathes of space. The Ruinstorm cut the galaxy asunder, forcing those Legiones Astartes forces and Excortus regiments not operating under the personal command of a Primarch to act under their own cognisance for extended periods, in many cases for the entirety of the Horus Heresy. Because of this veil cast across the stars, Astropathic communiques were stymied and many far-flung regions of the Imperium were not aware even of Horus' betrayal for the first years of the galactic conflict, and thus were unable to act in their own, or the Emperor's defence.

The Ruinstorm also had a more unsettling effect, for dark powers underpinned the conflict and whispered in the Warmaster's ear. The Ruinstorm allowed the Warp itself to bleed into realspace in many regions; the raw stuff of the Immaterium tainting the void with coiling ætheric tendrils and kaleidoscopes of unseen colours. From the surface of many worlds, the stars appeared to have been swallowed by the void or the night skies were transformed into a canvas upon which were rendered

scenes from hell. On the worst-afflicted worlds, the veil between reality and the Immaterium stretched beyond breaking point and the infernal denizens of the Warp, nightmares-made-flesh named the Daemons of the Ruinstorm, spewed forth.

These creatures were a new and unknown curse upon the galaxy, and no-one was prepared for them – they were a force that paid no heed to military logic or any sane pattern of war, a force whose weapons obeyed no law of known physics, and whose only desire was for death and destruction. They swept across the galaxy like a tide of ruin. During these incursions daemonic creatures took many and varied forms; some were bestial and foul, bronze-furred beasts of war, while others stood tall and beautiful upon the blood-soaked fields of battle, their only similarity their sheer vicious savagery. This was a new foe that refused to hold ground and sought no advantage from war save its red bounty of death, laughing in the face of conventional strategies.

The Ruinstorm was cast upon a galaxy utterly unready for its fury and Daemons ran wild on uncounted worlds, each left alone amid the storm of war to die forgotten and unnoticed, playthings for a malignance that took a perverse pleasure in the suffering it caused. Indeed, the madness of the war that engulfed the Imperium seemed only to feed the daemonic forces that appeared across the galaxy, sending them into frenzies of violence and destruction. These creatures defied all sanity and had no place in a secular galaxy founded upon the bedrock of Imperial Truth.



PIVOTAL EVENTS OF THE HORUS HERESY

000.M31 THE GREAT TRIUMPH AT ULLANOR

At the height of the Great Crusade, Horus, Primarch of the XVIth Legion is elevated to the rank of Warmaster, and leader of all of the Imperium's armies. With this act, the Emperor withdraws from the Great Crusade to return to Terra, the Throneworld of Mankind, and his secretive Great Work.

004-05.M31 THE BURNING OF PROSPERO

Leman Russ, Primarch of the Space Wolves and the Emperor's Executioner, is dispatched to Prospero to bring Magnus the Red to Terra to stand trial for his crimes against the Edict of Nikaea. Commanding a great Censure Host of the Space Wolves Legion and the Legio Custodes, Leman Russ is manipulated by the Warmaster to instead bring ruin to Prospero. The cataclysmic battle in Prospero's picturesque capital city of Tizca rents open the very stuff of space and time, driving the psychic Thousand Sons Legion nigh to extinction. At the heart of the maelstrom, Leman Russ breaks Magnus' back across his knee but, before the Crimson King can be killed, he and the remainder of his Legion escape into the Warp.

000.M31

001.M31

004.M31

001.M31 THE COUNCIL OF NIKAEA

After decades of controversy, the Emperor calls a grand council of the leaders of the Imperium at Nikaea, there he pronounces an edict which forbids the use of psychic powers by the military bodies of the Great Crusade. The council is perceived by many to be the trial of the sorcerous Primarch Magnus the Red, who returns to his home world of Prospero, censured.

004.M31 THE SERPENT LODGE

Horus is struck down by a tainted blade while fighting to quell a rebellious uprising on Davin's moon. Mortally wounded, he is interred in the Serpent Lodge on Davin where, during a ruinous ritual of healing, Horus enters a pact with dark powers. The Primarch that emerges from the Davinite Lodge is subtly altered, and puts into motion long-festering plans.

004-014.M31 THE WAR IN THE WEBWAY

Learning of Horus' treachery through sorcerous auguries and portents, Magnus attempts to warn the Emperor. Projecting his ætheric form into the Imperial Dungeons on Terra through psychic means, Magnus the Red breaches the wards of the Emperor's Great Work within the Webway. This safe passage between worlds in the alternate dimension of the Empyrean is thus compromised, and the Daemons of the Warp spill into it, leading to a desperate, decade-long struggle to protect the ingress to Terra and preserve the Emperor's grand ambitions. The Legio Custodes, Sisters of Silence and cyborg warriors of the Mechanicum are at the forefront of the prolonged campaign within the Webway.

004-06.M31 THE DEATH OF SIGNUS PRIME

Considered by the Warmaster to present a grave threat to his plans, the Primarch Sanguinius and his Blood Angels Legion are ordered to the Signus system in the far reaches of the eastern Imperium. There they encounter Imperial worlds known to have been teeming with life which are instead burned black and littered with corpses. All part of a trap planned by the Warmaster, the primary world of Signus itself comes alive, spitting rock at the Blood Angels' fleet and causing their flagship, the Red Tear, to fall from orbit and strike the planet below. Upon Signus Prime, the Blood Angels are assailed by a horde of ferocious, Warp-born horrors that seek to mar the very soul of their Legion. In the climactic counter-assault on the Daemons' stronghold, the Cathedral of the Mark, Sanguinius defeats the Daemon Prince Ka'bandha in single combat and breaks the influence of the Warp.

006-007.M31 THE CHONDAK ENGAGEMENT

In the wake of the victory at Ullanor, the White Scars were dispatched to cleanse the Chondax system of the barbaric xenos strain known as the Orks, and after five years prosecuting a campaign marred by misfortune, it becomes apparent that another force is fighting a shadow war against the Imperium's warriors, disrupting supplies, skirmishing with smaller battlegroups and herding the xenos into stronger positions. In the final months of 006.M31, the mysterious agency delaying the White Scars on Chondax reveals itself to be the Alpha Legion and, for some unknown reason, ceases its ongoing blockade of the White Scars' interstellar travel and communications, revealing Horus' betrayal to Jaghatai Khan. After a brief but destructive conflict across the worlds of the Chondax system, the White Scars break free and cut a bloody swathe through the Traitors as they return to Terra.

005.M31

005-014.M31 THE MARTIAN CIVIL WAR

Kelbor-Hal, the Fabricator General of Mars aligns himself with Horus and declares Mars' secession from the Imperium, rejecting the Emperor as Ommissiah. Kelbor-Hal and his allies strike against the forge-fanes of rival Magi across Mars, attempting to eradicate those still loyal to Terra within the Martian Mechanicum. In response to the initial schism, the Imperial Fists are dispatched to extract valuable personnel and resources from Mars, to ensure the continued ability of the Imperium to fight back against the Traitors' rebellion.

Powerful Mars is riven by a civil war fuelled by cruel calculation and religious fervour that rages for the duration of the Horus Heresy, with neither side able to claim absolute victory. Even unto the last days of the Horus Heresy, god-engines duel across the red dunes of Mars, and Imperial Fists reconnaissance forces fight to disrupt the Traitors' dark industry.

006.M31

005-006.M31 THE BETRAYAL AT ISSTVAN III

Horus reveals the terrible scale of his treacherous ambition at Isstvan, where he and his brothers purge those amongst the Sons of Horus, Emperor's Children, World Eaters and Death Guard Legions that cannot be relied upon to swear to his cause. He bombs these warriors from orbit with the dreaded 'Life-eater' virus, intent on scouring the surface of Isstvan III. However, his plans falter when many Loyal Space Marines find shelter in Isstvan III's grand palaces and bunkers. Under the leadership of Saul Tarvitz of the Emperor's Children, the survivors of Isstvan III are organised to fight to the last in a bloody struggle against their own brothers and faithless Primarchs. More Space Marines revolt within Horus' fleet, and the frigate *Eisenstein* escapes to deliver word of Horus' perfidy to Terra, allowing the Loyalists to prepare for the Warmaster's advance.

006.M3I THE ISSTVAN V DROPSITE MASSACRE

In response to the Warmaster's treachery at Isstvan III, Rogal Dorn, Praetorian of Terra, orders the grand Retribution Fleet, comprised of the greater strength of eight Legions, to assemble in order to bring Horus to justice. Three of these Legions: the Iron Hands, Salamanders and Raven Guard, along with their Primarchs, are the first to deploy from orbit, finding the Emperor's Children fortifying Isstvan V's Urgall region. Provoked by his brother Fulgrim, Ferrus Manus does not wait for reinforcements before launching a pre-emptive assault with his Iron Hands Legion. His brothers Vulkan and Corax, along with their own forces, follow him into the cauldron of the Urgall Depression.

After hours of gruelling combat, the second wave of the Retribution Fleet lands on Isstvan V, comprising four more Legions: the Iron Warriors, Night Lords, Word Bearers and Alpha Legion. Unbeknownst to the embattled Loyalists seeking reinforcement and reprieve, these erstwhile allies are also sworn to the Traitors' cause. Suddenly surrounded by the amassed forces of the Traitor Legions, hundreds of thousands of Loyalist Space Marines are cut down in an act of merciless fratricide which resounds through the ages. Ferrus Manus himself is slain by Fulgrim as the tide turns, and Vulkan is presumed dead upon the black sands.

Many Loyalist Legionaries escape to their ships, while those that cannot go to ground on Isstvan V, amongst them the Primarch Corax and the Raven Guard Legion, revert to guerrilla tactics in a bid to endure the following months of relentless depredation by the Traitors. In space, most of the Salamanders' and Raven Guard's fleet is destroyed or captured, though some hardy Iron Hands vessels are able to retrieve survivors and escape. This motley force of disparate provenances becomes known as the Shattered Legions, and continues to harry the advancing Traitors for the duration of the Age of Darkness.

006.M3I

006-014.M3I THE BLOCKADE OF CTHONIA

Blockaded and occupied by the Imperial Fists Legion from the very onset of the rebellion, the Sons of Horus on their home world of Cthonia are too well entrenched in their numerous subterranean holdfasts, to be conquered completely without committing significant strength desperately needed elsewhere. During the years of the Age of Darkness, the denizens of Cthonia and Sons of Horus Legionaries make several failed attempts to break the blockade until, on the eve of the attack on Terra, a XVIth Legion splinter force arrives to shatter the siege. The ensuing conflict becomes a desperate last stand for the Imperial Fists, as they battle to stop the Sons of Horus from reaping thousands of new recruits for the final assault on Terra.

006-011.M3I THE PARAMAR SUCCESSIONS

The Paramar Nexus is a vital space lane linking many safe warp passages during the Great Crusade. At its heart lies Paramar V, a significant provender world of the Mechanicum, identified by the Warmaster as a critical pressure point on his route to Terra.

The first battle for Paramar occurs in the immediate aftermath of the Isstvan massacres, when the Alpha Legion attempts to capture the Forge World swiftly through guile, subterfuge, and the rapid decapitation of its Mechanicum leadership. However, through misfortunate chance, a Grand Company of the Iron Warriors Legion that is loyal to Terra arrives in-system for re-supply – throwing the Alpha Legion's plans into disarray. Only after a bloody and costly battle do the Traitors claim dominion over Paramar.

This is only the first of a series of battles fought during and after the Horus Heresy for control of the strategically vital nexus. After the first battle for Paramar, the Alpha Legion all but abandons the world, allowing the Imperial Fists to make a series of rapid strikes to retake it. The Imperial host is later rebuffed by fresh Traitor forces, and Paramar V changes hands several times over the following years as the White Scars Legion and Solar Auxilia become involved in the ongoing hostilities.

During the second major battle of Paramar, in the final days of the Age of Darkness, the Sons of Horus and Word Bearers Legions garrison the Forge World in significant force. In a last-ditch attempt to break the Traitors' hold over the Nexus, the Blood Angels, White Scars and a large contingent of Titan Legios conduct a series of diversionary attacks hoping to draw forces away from Paramar V before returning to make a decisive strike. The Traitors see through this ploy, however, and prepare a huge counter-attack force. Though the Loyalists inflict heavy damage, rendering Paramar V a hollow prize, the vast majority of their forces are surrounded and destroyed without mercy.

007.M31 THE AMBUSH AT PHALL

Dispatched as part of the Retribution Fleet to Iststvan V, the vast fleet of the Imperial Fists Legion is misdirected by turbulence in the Warp and stranded at the Phall system. With the VIIth Legion becalmed, the Traitor Iron Warriors fall upon them with scant warning, and though the Lord of Iron himself commands the Traitors, the Imperial Fists mount a formidable defence. Dozens of capital ships are lost on both sides, and boarding torpedoes and ordnance fill the void as the fleets duel. Hundreds of individual Zone Mortalis actions take place as ships launch or repel boarders, and even the *Iron Blood*, Perturabo's flagship, is boarded. At the cusp of the Imperial Fists' victory, the warp storms abate and a command from Rogal Dorn, Primarch of the Imperial Fists, reaches his sons, recalling the fleet to Terra. Duty bound, the Imperial Fists have no choice but to withdraw, even though victory was within their grasp.

007-008.M31 THE SHADOW CRUSADE

Motivated by cruelty, malice and a long-standing vendetta against the Ultramarines, the Primarchs Angron and Lorgar lead their Legions in a crusade of extermination across the realm of Ultramar. Burning every world their combined fleet encounters, their crusade is aimed at crippling the Ultramarines Legion by devastating their vital recruiting worlds, Forge Worlds and sources of provender. Still reeling from the betrayal at Calth, the Ultramarines are too scattered to respond effectively to the onslaught until Roboute Guilliman confronts his brothers at Nuceria, halting the butchery. During the encounter, dark powers possess Angron and he succumbs to his own unbridled rage, ascending to become a daemonic avatar of war and carnage.

007.M31

007.M31 THE BATTLE IN THE ALAXXES NEBULA

Their strength severely depleted following the battle of Prospero, the Space Wolves' fleet is ambushed and harried into the dangerous region of space known as the Alaxxes Nebula by the Alpha Legion. Confined in the twisting channels within, the Space Wolves' rear guard is drawn into multiple engagements only to be overwhelmed and picked apart, leaving the fleet no option but to flee further into the treacherous nebula. When the Space Wolves are seemingly cornered, Alpharius, Primarch of the Alpha Legion, makes a teleportation assault against Leman Russ upon the bridge of his ship *Hrafinkel*, although the sheer ferocity of the Space Wolves' defence rebuffs the attack. When all hope seems lost, the Space Wolves encounter a Dark Angels space fort at the heart of the nebula, and the combined might of the two forces is sufficient to hold the Alpha Legion at bay, forcing the XXth Legion warships to break off their pursuit.

007.M31 THE BETRAYAL AT CALTH

The Ultramarines Legion is called to muster on the planet of Calth, the 'Jewel of Ultramar', alongside the Word Bearers Legion. As the two forces gather in orbit, a captured voidship, the *Campanile*, suicidally accelerates to strike Calth's orbital docks at near-light speed in an act of treachery on an horrific scale. On the mustering grounds, the aghast Ultramarines are fired upon and butchered by the Word Bearers and their cultist allies, even as destroyed starships fall from the sky. Compounding matters, a corrupting 'scrap-code' is insinuated into Calth's datasphere making it impossible for the Ultramarines to coordinate a resistance, and it is even briefly thought that their Primarch, Roboute Guilliman, is lost.

Recovering from the initial shock of betrayal, the Ultramarines mount a brave, if doomed resistance against the Traitors. While they fight to preserve Calth, the Word Bearers set in motion plans which lead to the death of the system's star; bathing the planet in deadly radiation and forcing the fighting underground. The sacrifice of Calth is an act of terrible ritual significance, calling forth the galaxy-wide turmoil in the Warp that becomes known as the Ruinstorm.

010-013.M31 THE BETA-GARMON CAMPAIGN

Located at the centre of the network of stable space lanes which include the vital systems of Paramar and Lorin Alpha, the Beta-Garmon system becomes the pivot point upon which the course of Horus' entire campaign hinges. Captured early in the Age of Darkness by elements of the all-but destroyed Salamanders Legion at the Battle of Nyrcon, Beta-Garmon is a relentlessly contested region which the Traitors cannot afford to abandon if they wish to approach Terra en-masse and still retain the ability to supply their armies with the ill-begotten gains of the Warmaster's Dark Empire.

For reasons barely understood by the Loyalist defenders, the Ruinstorm that occludes the Warp begins to abate across vast swathes of the galaxy, allowing Rogal Dorn, the Praetorian of Terra, through the potent astropathic relay at Beta-Garmon, to contact and recall formerly lost or stranded forces from across the wartorn reaches of the northern Imperium. This Grand Imperial Muster at Beta-Garmon rapidly escalates into the largest gathering of Loyalist might since the early years of the war, a concentration of force so impressive that the Traitors have no choice but to respond in kind.

The resulting clash of arms is monumental in scale. Billions of the Imperium's soldiers perish in an event that becomes known as the 'Great Slaughter'. Thousands of god-engines are also unleashed to combat one another. This 'Titandeth' extinguishes much of the proud lineage of the Collegia Titanica in one brief, brutal campaign. In addition, the largest fleet engagement of the Horus Heresy is fought across the region, this 'Sea of Fire' lights the conflicts raging on the ground in constant, false daylight and creates a seething false nebula of burning void ships.

By the end of the Beta-Garmon campaign, both sides are so thoroughly bled that their only remaining option for ultimate victory is to force a final, decisive confrontation: the Siege of Terra. Although Horus' elite Legions push on when the tide of war swings in their favour, the Great Slaughter continues in their wake.

010.M31

011.M31

010.M31 ONWARDS THE CATAclysm OF IRON

Across the Segmentum Tempestus and Pacificus, in the galactic south-west, lies a region of space named the 'Belt of Iron' for its superabundant concentration of Forge Worlds. After the secession of Mars from the Imperium, these Forge Worlds enter a crisis of faith over the matter of the Emperor's legitimacy as their Ommissiah. Almost all of the Forge Worlds in the Belt of Iron erupt into civil war and none are spared from some form of religious conflict.

The outcomes of these schisms are multitudinous; dozens of Forge Worlds cleave to their oaths of loyalty to the Imperium; while almost as many again subscribe to the poisonous ideologies of the Dark Mechanicum and accept the offers of the Warmaster. Certain Forge Worlds, such as Lux Incunabula are fierce promulgators of the ideals of the Ordo Katastrophica and seek freedom of innovation, declaring independence from both the Imperium and the Warmaster, inciting several others to reject outside authority outright. Others still, such as Arachnus, become locked in the death-spiral of civil war, unable to reach a state of consensus.

By 010.M31, the heightening tension and strife between these worlds boils over into full-scale interstellar war, pitching the might of Loyalist Forge Worlds against Traitor and independent worlds alike. Many dozens of Forge Worlds are riven by war or destroyed outright as their Taghmata armies and legions of titans and knights are thrown against one another in protracted warfare. Innumerable other Imperial systems are drawn into the conflict, either as proxy war zones or as the battlegrounds over which soulless automata duel. At the height of the conflict, the Dark Angels Legion intervenes to fire world-ending warheads indiscriminately upon the Forge Worlds involved in the great Cataclysm, and yet the battles continue to rage far beyond the Horus Heresy.

011-013.M31 THE LORIN ALPHA CAMPAIGN

The White Scars and Emperor's Children Legions duel at speed across the lush world of Lorin Alpha, the last critical bottleneck and point of defence on the stable space lanes dividing Terra and the galactic north. With the escalation of the Solar War, elements of the Imperial Fists Legion and newly-formed Adeptus Mechanicus move to bolster the defences, pushing the Emperor's Children back. However, as the dam at Beta-Garmon begins to break, a massive Dark Mechanicum force invades Lorin Alpha, forcing the White Scars to go to ground in the trench networks. Out of their element, the White Scars buckle under overwhelming Skitarii assaults, and when the tide turns completely in the Traitors' favour with the arrival of the Sons of Horus Legion, the Loyalists are forced to fall back towards Terra.

012.M3I THE WOLF CULL

After engaging in an ill-counselled assassination attempt against Horus Lupercal, the scattered remnants of the Space Wolves Legion and their Primarch, Leman Russ, are pursued to the Yrant system, where they make a desperate last stand against a host of Traitors. There, it is as if every brother Legion with which the Space Wolves had had conflict over the years is waiting for their downfall. Elements of the Alpha Legion, Sons of Horus, World Eaters and Thousand Sons Legions inflict heavy casualties upon the sons of Russ, pressing them unto extinction. Only the unexpected intervention of the Raven Guard and their Primarch, Corvus Corax, buys the Space Wolves the reprieve they require to regroup and carry their wounded Primarch to safety. In prosecuting the doomed attempt on the Warmaster's life, and in suffering such dire losses as a result, the VIth Legion are rendered unable to defend the walls of Terra.

013-014.M3I THE SERPENT'S COIL

Defying the Warmaster's orders, the Alpha Legion abandons the grand muster of Traitors to instead hinder the advance of any Loyalists approaching from the eastern Imperium. Seeking out Ultramarines vessels in particular, the Alpha Legion repeatedly appears in overwhelming numbers to forcibly re-direct Loyalist ships into perilous Warp translations, all the while avoiding being drawn into open conflict. The battle fleet of Roboute Guilliman, Primarch of the Ultramarines Legion, is forced to intercede to allow supporting Loyalist forces to advance, and in doing so is further delayed from intervening at the Siege of Terra.

012.M3I

013.M3I

014.M3I

012-013.M3I THE PASSAGE OF THE ANGEL OF DEATH

The Dark Angels Legion, long isolated in the Eastern Fringe, is loosed to wreak havoc when the Ruinstorm abates. When Lion El'Jonson, Primarch of the Dark Angels, learns of the true extent of the crimes perpetrated by his traitorous brothers, he unleashes his rage and the full might of his Legion in a campaign of retribution against Horus' compatriots, leaving a blackened trail of scorched worlds across the southern Imperium. Included in the terrible tally of worlds brought to ruin by the bombardments of the Dark Angels are Chemos, home of the Emperor's Children Legion and Barbarus, home of the Death Guard Legion.

**...264...
TRAITORS' DESCENT**

Drop pods of the Death Guard land upon Terra's soil, the first of the Traitors to deploy. Many of the warriors that emerge are twisted mockeries of Legionaries, their armour cracked and decaying, their forms bloated by the corrupting power of the aether. The Traitors move to capture the outer defences of the Daylight Wall; the Khan and several thousand of his White Scars, accompanied by Sanguinius, Primarch of the Blood Angels, sally forth to oppose the landing. The Death Guard's advance is halted, and the Loyalists gain valuable data on the siege engines being unloaded from Traitor Ark Mechanicus landing further from the walls.

**...358...
THE FALL OF LION'S GATE SPACEPORT**

Led by Lord Seneschal Fafnir Rann of the Imperial Fists, the Loyalists defend the Lion's Gate Spaceport for weeks against a massive force led by the Iron Warriors, commanded by Perturabo. After a series of feints, the Traitors launch an overwhelming assault, attacking from above through the spaceport's orbital elevators and over its walls. The defences of the spaceport are overrun and only the arrival of reinforcements commanded by Sigismund, First Captain of the Imperial Fists, and then by Rogal Dorn enable the Loyalist survivors to retreat. Dorn and Perturabo meet face to face but refuse to cross blades. As the Loyalists withdraw from the spaceport, tears in reality begin to open as the Emperor's psychic shield wavers, allowing entities drawn from the Warp to begin manifesting on Terra.

014.M3I

**...000>119...
THE SIEGE OF TERRA BEGINS**

The amassed Traitor fleets, commanded by Warmaster Horus, break through the Sol System's defences, meticulously laid by Primarch Rogal Dorn. Battlefleet Solar is smashed asunder by the Traitors' overwhelming numbers and Luna is taken, allowing the Warmaster's fleet to reach the orbit of the Throneworld.

On the thirteenth of Secundus, the bombardment of Terra begins.

**...286...
THE BATTLE FOR HELIOS GATE**

The Daylight section of the Eternity Wall is subjected to a coordinated multi-front Traitor assault. Corrupted engines built by the Mechanicum bombard the walls while the Death Guard march on the outer defences. The sky weeps blood as the Traitors enact fell rituals, and Night Lords assault companies are the first Traitors to set foot upon the walls. As the battle rages, a falling star slams into the earth before Helios Gate; from the resulting crater emerges the Primarch Angron, his form twisted by the powers of the Warp. The Red Angel massacres thousands and the outer defences fall to the Death Guard, but the Night Lords are driven from the wall and Helios Gate holds.

...388...

BATTLE FOR GORGON BAR

Gorgon Bar is assaulted by the Iron Warriors, who unleash unrelenting bombardments against the defenders as cover for the advance of Legio Vulpa. The Titan Legion is routed by Sanguinius, who by his own hand slays a Warlord titan and inspires the defenders to push forwards. The Iron Warriors are driven from the towers of the Fourth Circuit, strengthening the Loyalists' position.

...390... COLOSSI GATE

True to his nature, the Khan refuses to lead a static defence at the Colossi Gate. With First Captain Raldoron of the Blood Angels and Captain-General Valdor of the Legio Custodes by his side, the Khan leads his Legion in a series of sorties against the Traitor positions, inflicting massive casualties upon the besieging Death Guard. Only the intervention of Magnus and his Thousand Sons prevents a total rout, with the sorceries of the XVth Legion and manifesting Daemons forcing the White Scars to abandon their assault and retreat behind the gate.

...374... THE SATURNINE RUSE

With the loss of the Lion's Gate Spaceport, the Traitors begin to unload heavier armour and titans through its orbital towers. The next phase of the siege begins with Dorn identifying four strategic locations that must next be targeted by the Traitors: Gorgon Bar, Colossi Gate, the Saturnine Gate and the Eternity Wall Spaceport. Declaring it impossible to retain possession of all four locations, Dorn deems the spaceport as the least important, owing to the Traitors already having gained orbital control. The remaining three locations receive an influx of defenders, with a Primarch assigned to each. Dorn himself assumes command of the defence of the Saturnine Gate, while Sanguinius leads at Gorgon Bar and the Khan makes his stand at the Colossi Gate.

...374>390... SATURNINE GATE

Rogal Dorn lays a trap at the Saturnine Gate, presuming Perturabo is aware of a flaw in the edifice's construction. The Sons of Horus, led by First Captain Abaddon, launch a subterranean assault while the Emperor's Children attack the gate itself. Loyalist kill teams ambush the Sons of Horus as they emerge from the ground, slaughtering thousands and forcing them to withdraw; of the Mournival, all but Abaddon are slain. Dorn leads the defence against the IIIrd Legion, duelling with Fulgrim. When news reaches Fulgrim that the Sons of Horus' assault has failed, he withdraws the bulk of his Legion from the front lines, refusing to commit en masse to further assaults.

**...404...
BROKEN IRON**

The Warmaster, commanding from his throne room aboard the *Vengeful Spirit*, orders the Death Guard to assume the Iron Warriors' position in the Lion's Gate Spaceport. Perturabo is ordered to disperse his warriors across the warfront; he refuses on grounds that the war holds no purpose save blood for the sake of blood, and the hubris of both Emperor and Warmaster. Perturabo orders the IVth Legion to withdraw from Terra and the Sol System, as some ships fire upon the departing IVth and others scramble to fill the gaping hole left in the orbital blockade.

**...563...
THE MARCH OF MORTIS**

A tide of fallen titans, scavenged from Beta-Garmon and animated by sorcery, assails the Loyalist defences, the full strength of the Legio Mortis marching behind them. Legio Ignatum, supported by the remnants of over a dozen other Titan Legions, including Legio Solaria and Legio Atarus, marches out to prevent the Traitors from reaching the Mercury Wall. Weeks of fighting follow and though dozens of Traitor engines fall, Legio Mortis break through and breach the Mercury Wall.

The Sanctum Imperialis lies open.

014.M3I

**...393...
THE FALL OF ETERNITY
WALL SPACEPORT**

The Eternity Wall Spaceport falls to a Traitor assault. Commanded by Captain Camba Diaz of the Imperial Fists, the Loyalists refuse to surrender to Angron, remaining steadfast in the face of inevitable death. The World Eaters, supported by Legio Audax, turn the spaceport into a charnel house, securing another landing zone for the Traitors.

**...404>560...
THE HOLLOW MOUNTAIN**

Corswain and his fleet arrive on the edge of the Segmentum Solar, linking up with the hidden survivors of the Solar Fleet led by Admiral Su-Kassen. Determined to land on Terra, the Dark Angels bide their time before pushing for the Throneworld following the aftermath of the Iron Warriors' departure from the Traitor blockade. The Emperor's battle-carrier, *Imperator Somnium*, is sacrificed to ensure the Dark Angels break through with Corswain and 10,000 Legionaries landing upon the Hollow Mountain, driving out the Emperor's Children and Daemons that occupied the Astronomican. Corswain's intent is to reignite the beacon to guide the approaching Ultramarines and Dark Angels fleets to Terra. News of Corswain's arrival reaches the defenders of the Imperial Palace who initially believe the Lion has finally arrived to relieve Terra. The absence of most of the First Legion is discovered shortly before all communication between Dorn and those outside the Sanctum Imperialis is cut off.

...588...

THE ETERNITY GATE CLOSES

The Traitors move to seize the Eternity Gate to gain complete access to the Sanctum Imperialis. Sanguinius leads the ad hoc force of defenders atop the Delphic Battlements. The battle swiftly descends into a brutal melee once the World Eaters reach the wall. In the skies above, Sanguinius clashes with the Daemon Ka'Bandha, breaking its back and casting it back to the Warp. Soon after, Angron hunts Sanguinius. In the resulting duel, the Great Angel is severely wounded, while Angron is laid low. The Eternity Gate is sealed shut from within, but the inner walls are breached elsewhere in several places.

The final days of the siege approach.

...574...

THE RETAKING OF THE LION'S GATE SPACEPORT

A pall of hopelessness, conjured up by the Primarch Mortarion, falls over the defenders, with most accepting what they view as inevitable defeat. The Khan refuses such a notion, mustering his Legion and thousands of Imperialis Auxilia armoured units to sally forth in an effort to retake the Lion's Gate Spaceport. The sortie carves through the Traitors' lines allowing the White Scars to push into the spaceport proper, clashing with the Death Guard who defend it. Mortarion and Jaghatai cross blades; the Death Guard Primarch is seemingly killed, with the Khan rendered catatonic from his wounds, spending the remainder of the siege at the very precipice of death. The spaceport falls to the White Scars, who assume control of its defences and reactivate its orbital cannons, a pocket of Loyalist resistance amongst a sea of Traitors.

...593...

THE END AND THE DEATH

The Emperor learns that the shields of the *Vengeful Spirit* have been lowered, leaving it vulnerable. Malcador ascends to the Golden Throne, an act that the Regent of Terra knows will spell his death, to allow the Emperor to lead an assault against the Warmaster. Accompanied by Rogal Dorn, Sanguinius, Valdor and their warriors, the Emperor teleports aboard the *Vengeful Spirit*. The Traitors lie in wait for the Loyalists and a deadly boarding action takes place during which the full corruption of the *Vengeful Spirit* is revealed, with Daemons and reality-warping sorceries unleashed upon the boarders. The Emperor pushes through, determined to meet his turncoat son in combat.

The clash that follows is one shrouded in half-truths and myth. What is known is that Sanguinius is slain by the Warmaster himself, while the duel between the Emperor and Horus leaves the former broken and latter dead. Rogal Dorn discovers the dying Emperor and returns him to Terra, interring him in the Golden Throne so that he is sustained upon the precipice of death. The fall of the Warmaster shatters the loose alliance of Traitors; some withdraw from the Throneworld while others fall into infighting or fight the Loyalists to the bitter end. In the weeks that follow, purge teams hunt down those Traitors that remain, while the arrival of the Space Wolves, Ultramarines and Dark Angels sees the formation of fleets that begin the Great Scouring - a full accounting of which is a tale for another tome entirely.

THE SUNDERED AND THE BLACK

The 'Shattered Legions' was a term attributed to a broad range of unconventional or irregular Legionary Astartes formations. The main body of warriors first called the Shattered Legions were born of the fiery crucible of the Istvan V Dropsite Massacre, where the treachery of the second attack wave resulted in the high-total destruction of the Raven Guard, Salamanders and Iron Hands. These three Legions ceased to exist as coherent, operational military bodies, but many survivors escaped the black sands and were forced to drastically adapt their organisation and their methods in order to remain a functional fighting force. In the aftermath of the massacre, bloody, scattered groups from all three Legions coalesced across an entire sector of space, driven by the hunter-killer forces of the Sons of Horus and the Emperor's Children. Harried by their relentless foe, the last of these remnant forces turned at bay and hit back, and for a time led a fierce-fought guerrilla campaign of vengeance against the Traitors that drew on and combined the unique skills and experience of each element, and which cost the Warmaster's war effort dearly.

But it was not only the remnants of the three Legions that were betrayed at Istvan V who fought in this manner. Across the entire Imperium and beyond, Legion elements cut off from their chains of command were forced to adapt to circumstances or else perish in the all-consuming fires of war. Some detached Loyalist forces were able to break through the Traitors' lines and join the mustering hosts of the Imperium. Others, however, found themselves isolated deep within enemy-held territory and too far behind enemy lines to make contact with allied forces.

Neither was the formation of these Shattered Legion forces unique to those loyal to Terra. As the civil war progressed, many more found themselves acting alone, following the goals of their own leaders, and at times these goals differed from those of the chains of

command that had once bound them. With the ebb and flow of war, Traitor forces too became isolated and, given the nature of certain of their leaders, many Traitor units determined to act entirely according to their own drives and desires. Some resurrected ancient resentments against erstwhile brethren now turned to blood-foes, pursuing vengeance for slights of honour thought long forgotten. Others became consumed by the forces they had unleashed upon Istvan V, shedding reason and honour and reaving across the stars as if to vindicate, or perhaps to forget, their treachery with the blood of all those they branded enemy.

Legion contingents, or even single warriors, entirely denounced their parent Legions or allegiances, and newborn Legionaries were created from gene-stock whose provenance was unknown. Evoking ancient martial traditions, these warriors scratched their Legion emblems or took on new colours and emblems as their own, becoming independent warrior bodies called 'Blackshields'. Many Blackshields were broken in mind and spirit, driven to madness or despair by the grim realities and responsibilities of this new Age of Darkness. They no longer recognised or acknowledged the mastery of any lord and were determined to claim their own destiny even as the Imperium tore itself apart in bitter civil war.

Unlikely alliances would form between Legions, with Traitor elements of the Loyalist Legions and Loyalist elements of the Traitor Legions joining forces with other factions with whom they shared ideologies, ambitions or enemies. Such forces fought throughout this era, sometimes adding their weight to one side or the other, at other times pursuing their own inexplicable goals. Leaders of vision and character melded these disparate Legion elements into highly effective forces and used them to prosecute the unseen shadow wars that raged across the galaxy, often unknown to the masters of either side of the civil war.

A GALAXY AT WAR

Throughout the early stages of the Horus Heresy, the advantage lay firmly in the Traitor camp. At Istvan, Calth, Signus and a dozen other early battles, Horus seized the element of surprise and claimed terrible victories against the Imperium. Though the Warmaster had set the pieces in place required for a sudden strike at the heart of the Imperium, the reality would prove more costly and more arduous than even Horus could have planned for, and required a greater expenditure of resources and more sacrifices than perhaps Horus could readily muster or was willing to make, even with fully half of the Legiones Astartes, great masses of the Imperial Army and vast swathes of the Mechanicum at his disposal. The short and decisive war that Horus had planned for would not come to pass, his triumphant advance on Terra instead stymied in years of grinding conflict, all while the Imperium bled and suffered. The Great Heresy would prove to be a protracted and relentless decade of war – the Age of Darkness.

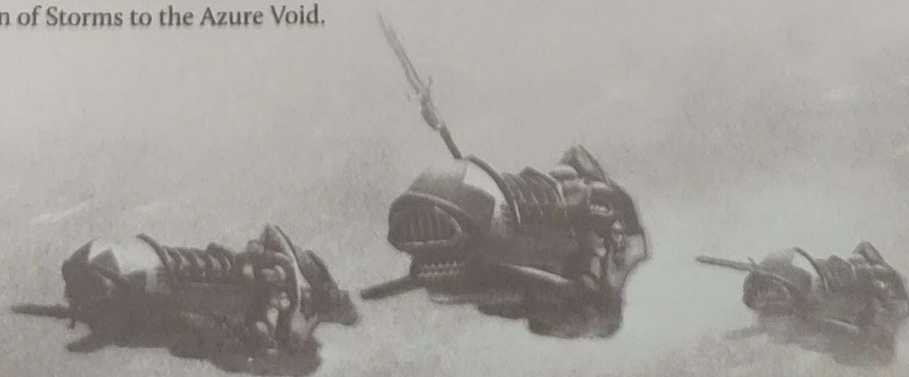
The defenders of the Imperium showed great courage in their resistance to the encroaching darkness. The Imperium was diminished but not lost as, throughout its span, loyal worlds and warriors stood against the Traitors' reckless violence. What Horus had wished to be a single line of demarcation, a clear distinction between the push of his victories and the Imperium's impending defeats, splintered and fractured with each step taken. The front lines of this war spread and scattered into a thousand conflicts reaching the deepest trenches and the furthest, spiralling arms of the galaxy.

These battles were fought by forces great and small; most of the larger armies in the Imperium being fragmented as the need to respond to ever more threats, requests for aid and potential boon conquests increased. The Primarchs devolved authority to their lieutenants and force commanders, Lord Marshals of the Imperial Army broke their grand battalions into handfuls of regiments – each able to persecute a conquest or hold a particular objective, and the Magi Lords of the Forge Worlds each pursued their own unknowable ends. No sector of space was spared this war as it raged and burned through the Imperium, from the Halo Stars to the Thirteen Realms, and from the Dominion of Storms to the Azure Void.

THE INDUCTII

During the Horus Heresy attrition rates amongst the Legions were monumental, with many companies and chapters falling quickly below viable fighting strength. To combat this issue almost every Legion attempted to rapidly recruit, implant, indoctrinate and train new Space Marines, with varying degrees of success and with often wildly varying outcomes. These programs were poorly defined and often experimental, differing hugely from Legion to Legion. Whole Apothecaries were put to the task of overcoming the challenge of shortening the timescale for successfully creating a tempered Legionary of the line, a process which might normally take years or decades.

The results of these experiments, sometimes dubbed 'newborns' by Legion veterans, were undoubtedly Space Marines, but were often considered as being apart from their brethren created during the Unification of Sol or the Great Crusade. They varied in kind, from the Imperial Fists' Noviciates who were simply inexperienced Legionaries, to the rapidly created and highly-motivated but poorly-trained Triarii of the Sons of Horus who would be first tested in the combat of the Dark Compliance, and the more unstable rapidly indoctrinated or dangerously surgically accelerated and gen-hanced Inductii of the World Eaters. The effects of rapid genetic, psychological and psychic conditioning were myriad and often disastrous, yet these warriors born of desperation were still relied upon by the Legiones Astartes to hold the line and swell the reserves, or else to be part of the first wave into the breach, preserving the lives of more experienced and valuable warriors. As varied and sometimes unwelcome as such formations were, without the Inductii the Legions – both Traitor and Loyalist – would have had insufficient numbers to fight the final, climatic battle at Terra, for a decade of relentless war had bled even the largest of their number all but dry.



HORUS' ADVANCE

Despite the lack of a decisive victory, the Warmaster's advance was relentless. Worlds that had once given their loyalty grudgingly to the Emperor threw off those shackles to take up the cause of the Warmaster, eager to curry his favour in the hope they too could reap their share of the spoils of war. Even those worlds that had once freely bent the knee to the Emperor now forsook their vows in the face of his apparently inevitable defeat, fearing that Horus would wreak a terrible vengeance on those that did not join him once he had taken Terra.

Worlds that stood strong in the face of the storm that was the Horus Heresy would find themselves alone amid a sea of foes, never knowing which of their once stalwart allies they could trust in the chaos. Human cultures that had survived all the terrors of Old Night would fall silent in the face of this new war, murdered by those they had once called kin. Old allies who had gone to war under the eagle banner of the Emperor would fall upon each other in red abandon, while those that had once been rivals for glory in the Great Crusade now found themselves desperate allies against the traitorous hordes.

Defeat loomed dark and grim on the horizon for the forces of the Emperor, for though they could delay the Warmaster and his hordes, they could strike no blow to end his onslaught. It would simply be a matter of bitter time and gruesome sacrifice before Horus tightened his grip around Terra and took the throne for himself. Those that still

remained loyal would not make this task easy, they would fight to their last drop of blood to oppose the Warmaster and those of their brothers that had forsaken their oaths in order to serve him, fighting a series of grim sieges and bitter raiding campaigns to hold them at bay. The fortress of Paramar would change hands many times, the major assaults upon it consuming millions of lives and costing Horus many long months of battle, while daring assaults from the Loyalist Shattered Legions would slow the passage of warriors and munitions from Horus' northern strongholds to a crawl. Yet, even this bravery would last only so long, and in return Horus would claim dominion over all the northern worlds; Eye of Horus banners would fly triumphant from the dark machine-vaults of Xana to the shining spires of Angelis, as isolated pockets of resistance were crushed beneath the heel of his vast army.

LEGACY OF DEFIANCE

The Warmaster's plans were too grand in scope and too weighty in their preparations to be halted. His forces would continue to march against the Imperium unabated. This onslaught would not come from one side only, but from all quarters, the front lines shifting with the tides of the Warp and the barriers of the Ruinstorm. These lines would be drawn not only against points of ingress to Sol, but also in assault or defence across a dozen major warfronts of the Age of Darkness: in the north at Baal and the Coronid Deep, in the east at Thramas and the Stormhem, in the south at Inwit, and in the nightmare west at the Belt of Iron.



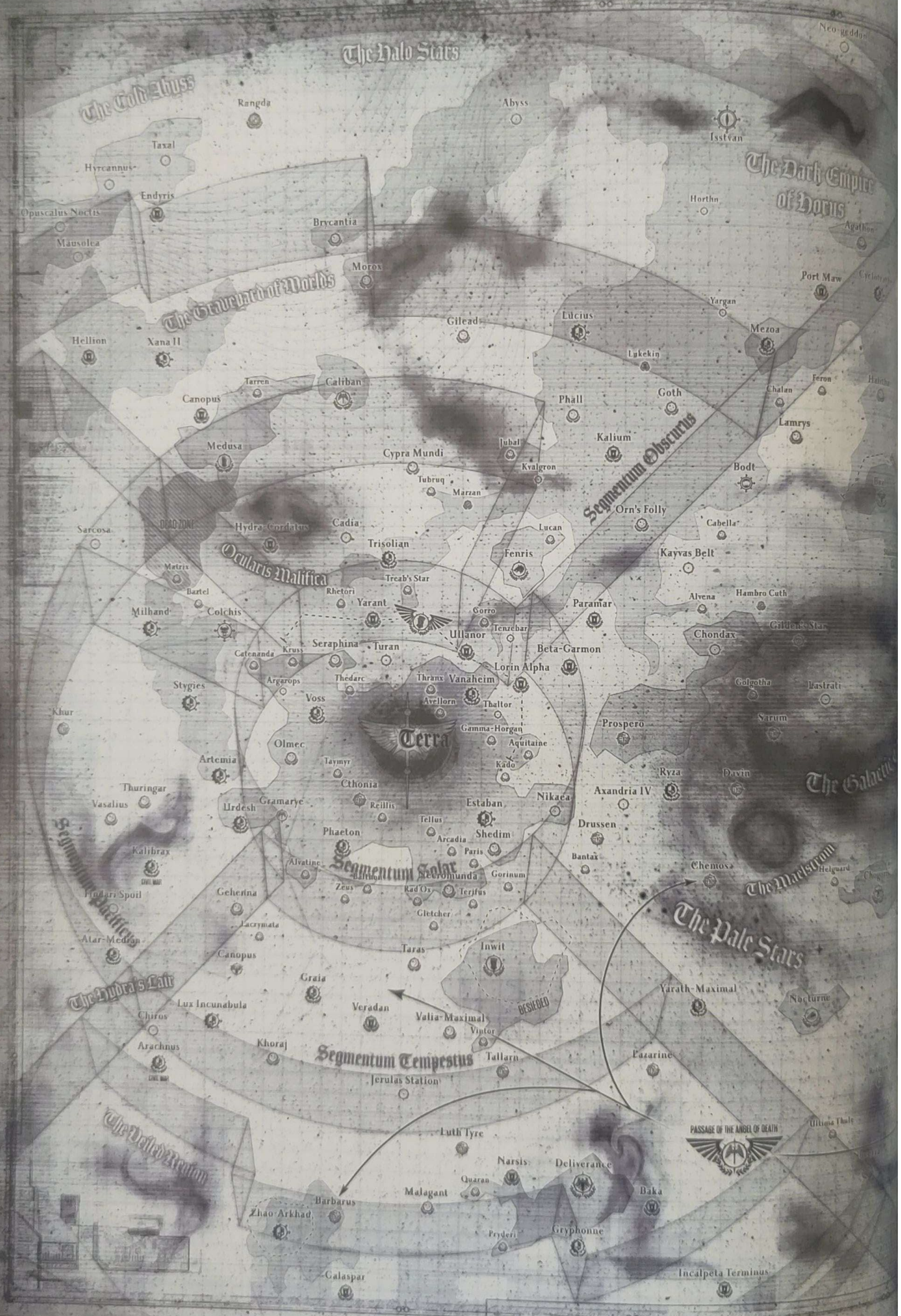
The galaxy-wide empire that had been built during the Great Crusade tore itself apart, a final fall of darkness upon the grand dreams of Unity and Imperium that the Emperor had kindled in Mankind's collective soul. The fragile web of courier frigates and astropathic relays that bound its worlds together began to fray as war and madness took its toll, the remaining fragments singing a grim dirge of terror and destruction as word of the Warmaster's bloody march on Terra and the relentless fall of Loyalist strongholds spread. Fear ruled in almost every sector of that wide realm that the Legiones Astartes had forged, a fickle master that goaded its subjects to unwise war and futile battle, to abandon their neighbour and offer up the weak in the hope of their own salvation.

All it would take was one final blow to the structure of the Imperium, one more strike to the heart of that fragile empire and it would crumble to dust and ashes. Once again Mankind would plunge into the abyss of chaos and isolation that had sought to swallow it once before, and Horus would be left with only the broken fragments of the Emperor's glorious vision. As the Warmaster made his final grasp for Terra there were few parts of humanity's realm that had not given themselves over to bloodshed and horror, few worlds of import not invested by the warriors of one side or another.

In those savage years, there were but few lights in the darkness, a few fleeting tales of bravery and respite that passed like whispers through the tattered remnants of the Astropathic network. Few believed in hope, for about them all was blood and ruin, death and terror. Such was the fragile nature of civilisation in those years that each rumour of doom held more power than any loudly broadcast litany of hope.

Yet hope remained even as the galaxy burned. Across the Imperium, Loyalists stood in defiance of Horus and legends were made. These legends spoke of the return of Corvus Corax from the grave of Istvan V, and of the Great Angel and the Warhawk soaring beyond hell's clutches. Of the Lion roaring victory over the carcass of Thramas, of the Passage of the Angel of Death and of Russ' howl of triumph as his spear pierced the Warmaster's side. Of the valiant defences of Baal and Inwit. They spoke of the stone fist of Rogal Dorn, Praetorian of Terra, crushing the Traitors' attempts to advance upon the fortress borders of Sol. And they told of the gathering might of Ultramar waiting to be unleashed.

As the Age of Darkness closed, there was to be one final legend to be made, one last epic to be told that would reverberate in the soul of Mankind for all time, that of the Siege of Terra.



The Halo Stars

The Dark Empire of Horus

The Graveyard of Worlds

Segmentum Obscurus

Ocularis Malifica

Terra

Segmentum Solar

Segmentum Tempestus

The Pale Stars

The Hydra's Tail

The Pale Region

The Maelstrom

PASSAGE OF THE ANGEL OF DEATH

Luth Tyre

Narsis

Quaran

Malagant

Barbarus

Zhao Arkhad

Galaspar

Deliverance

Baka

Gryphonne

Pryderi

Incalpeta Terminus

Jerulus Station

Veradan

Graia

Canopus

Lacrymata

Cheherna

Alvantine

Phaelon

Reillis

Cthonia

Taymyr

Olmec

Artemia

Urdesh

Gramarye

Vasalius

Thuringar

Khur

Stygies

Catenanda

Kruss

Colchis

Bartel

Matrix

Sarcosa

Hydra Cordatus

Cadia

Tubruq

Marzan

Cypra Mundi

Caliban

Tarren

Canopus

Medusa

Endyris

Opusculus Nortis

Mausolea

Hircannus

Taxal

Rangda

Abyss

Istvan

Horthm

Agollon

Port Maw

Yargan

Mezoa

Chalan

Feron

Lamrys

Bodt

Cabella

Kayvas Belt

Orn's Folly

Kalium

Phall

Goth

Lucius

Gilead

Morox

Brycantia

Neo-gaddon

Cyclonus

Agollon

Port Maw

Yargan

Mezoa

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Cyclonus

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Port Maw

Yargan

Mezoa

Chalan

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Lamrys

Bodt

Cabella

Kayvas Belt

Orn's Folly

Kalium

Phall

Goth</

•• CLIENT REALMS, JATRAPIES AND LOST TOMASINS OF THE HODUS HEALRY ••
•• CIRCA 1770000 MEX ••

* CIRCA 1970-1975 W.C.

— 1998 年 12 月 1 日 —

- | | |
|---|-------------------------------|
|  | Minor Imperial System |
|  | Major Imperial System |
|  | Fortress of the Great Crusade |
|  | Destroyed System |
|  | Forbidden System |
|  | Legion Home World |
|  | Legion Protectorate |
|  | Mechanicum Forge World |
|  | Dark Mechanicum Forge World |
|  | Defensive Perimeter |
|  | Lines of Attack |
|  | Loyalist Controlled Space |
|  | Traitor Controlled Space |
|  | Ruinstorm |
|  | Warp Storm |



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The Age of Darkness

CORE RULES

*"Even the blood-soaked heart of war is caged by the iron strictures of logic,
and those that understand the callous rules that bind it will stand triumphant on the field of battle."*

Attr. Lord Perturabo of the Iron Warriors

This section of the book provides you with all the Rules needed to play immersive and detailed Battles with your Citadel Miniatures collection.

It is recommended that Players take some time to read through and understand these Rules before playing their first Battle. However, this rulebook is intended as a reference tool so that Players need not memorise these Rules before attempting their first Battle, and is laid out to make finding key concepts as easy as possible. It will take several Battles to fully understand the Rules and best practices, but having this rulebook to hand will allow the process to be as simple as possible.

Designer's Note

A note to veteran Horus Heresy Players: At first glance, the following Rules appear very similar to the previous edition, and this is deliberate – it is an evolution of that edition, intended to be at once familiar and yet new and challenging. However, there are numerous changes that make it an even better game in our opinion. Some take the form of entirely new Rules, such as those for Challenges and Army Selection, while others might be more subtle changes, such as the re-organisation of several Phases. It is highly recommended, therefore, that veteran Horus Heresy Players read through the entire Rules section before playing a Battle, and never assume that a Rule is as they remember it from before!

THE CORE RULES

The Rules presented in this book are the Core Rules, the basic foundation of all other Rules, campaign books and exemplary battles that will follow as part of the Warhammer: The Horus Heresy – Age of Darkness range. However, to make full use of these Core Rules Players will need access to one or more of the Age of Darkness Liber books and the Army Lists they present.

Future publications will present additional Rules, these are not Core Rules and where they differ from the Core Rules the additional Rules take precedence to allow us to include Faction specific Rules. The Core Rules are divided into a number of sections for ease of use. The main sections of the Core Rules are as follows:

WARGAMING TERMINOLOGY (see page 156) – This section covers basic terminology and gaming principles, and is mostly intended for new Players. Its intent is to provide a shared framework for reference when talking about the Age of Darkness Rules and to give some context on commonly used terms.

THE PRINCIPLES OF COMBAT (see page 164) – This section will explain the basic principles of the Age of Darkness Rules, such as how to measure, or to roll Dice to take Tests or Checks. These are used in all Battles and should be understood by all Players before beginning a Battle. Last are the advanced principles, the more complex Rules for Reactions, Tactical Statuses, Psychic Powers and unusual Model Types. These Rules may not be required in all Battles, and Players need only understand where to reference them.

THE RULES OF BATTLE (see page 239) – This section will explain when to use the various Rules covered by the basic and advanced principles as part of a Battle. It presents and defines the Turn Sequence, the structure by which Battles are resolved. This section may also include additional Rules for actions that are undertaken only as part of a specific Phase or Sub-Phase.

BATTLES IN THE AGE OF DARKNESS (see page 276) – This section will detail the process of arranging a Battle. The Core Rules for selecting an Army are presented here, however, Players will need access to one or more of the Age of Darkness Liber books and the Army Lists they present to fully use these Rules. This section will also present a set of Core Missions to be used when resolving Battles.

ARMOURY OF THE AGE OF DARKNESS (see page 324) – This section will include various reference tools, including full lists for the Core Special Rules and Core Psychic Disciplines.

WARGAMING TERMINOLOGY

This section presents definitions for a number of commonly used terms that are specific to the hobby of Wargaming.

Key to understanding the Core Rules of the Age of Darkness is a use of the proper terminology. Like many long-standing hobbies, wargaming, and the Age of Darkness Rules in particular, have accumulated a number of specific terms or otherwise familiar words whose meaning is slightly different when used in the context of wargaming. The following terms will see widespread use throughout these Core Rules, and as such are defined here to avoid confusion or uncertainty (some terms are dealt with only briefly here, in these cases they will be fully explained in the section related more specifically to that term). This list is not intended to be exhaustive, but rather to ensure that certain basic terms are understood to have a fixed meaning in the context of this set of Rules.

Designer's Note

To many more established gamers much of this section will seem obvious or even unnecessary. However, given the number of newer gamers joining the hobby and different interpretations of well used terms that exist, there is considerable space for confusion if we leave defining the language of our game to chance. The intent of this section is to eliminate a certain amount of that confusion by providing an 'official' interpretation of what certain commonly used terms mean when we use them at the gaming table.

Do note that these interpretations are intended to apply only to the Age of Darkness Rules and not to other games, nor to imply any meaning outside of the very specific situation of wargaming.

PLAYER

A Player is the actual person moving Models and making rolls, the Player of the game. Battles will include more than one Player, and the Rules will often refer to the Active Player (the Player currently taking their Player Turn) and the Reactive Player (the Player not currently taking their Player Turn, and thus only allowed to interact with the game through Reactions) in order to differentiate between them. Sometimes the Rules will also refer to the Controlling Player, that is the Player that Controls the Unit, Model or other game element the Rule is referring to.

CONTROL

All elements of a Battle, the Armies, Units and Models on the Battlefield, fall under the Control of a Player. A Player that Controls a Unit or Model is the Player that makes all decisions for that Unit or Model, such as how it is moved or what attacks are made for it, and Rolls all Dice for that Unit or Model, unless specified otherwise by another Rule. By default, all Units and Models selected by a Player to be part of their Army are automatically under that Player's Control for the duration of a Battle – though some Rules can cause the Control of a Model or Unit to change.

MODEL

A Model is a single gaming piece – usually representing one warrior or war machine on the Battlefield. A Model is the smallest category of gaming element referred to by the Rules – with Units composed of one or more Models, Detachments composed of one or more Units, and Armies composed of one or more Detachments. Some larger Models may contain multiple elements arranged on a single Base, but these are counted as a single Model as they are still a single playing piece that is moved as a single element by the Controlling Player.

BASE

Most Models are supplied with a Base – a plastic or resin support upon which they stand. When measuring to or from a Model with a Base, a Player must always measure to or from the nearest edge of the Base – not to the actual Model itself. Some Models are dynamically posed, and can extend over the edge of the Base, but this is ignored and any measurements are still made to and from the edge of that Model's Base. Models that are not supplied with a Base (notably Models with the Vehicle Type) have their own Rules for measuring to and from those Models.

MODEL PROFILE

Sometimes the rules may refer to a Model's Profile, this indicates the set of Characteristics assigned to that Model and is represented in a short string of values often referred to as that Model's Profile. As an example, the Model Profile of a Space Marine Legionary is presented below:

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SV	INV
Space Marine Legionary	7	4	4	4	4	1	4	1	7	7	7	7	3+	-

CHARACTERISTIC

A Characteristic is a specific type of value attached to Models. Each Characteristic is expressed as a name, such as 'Weapon Skill' and a linked numerical value. While most Models will have the same Characteristics (notably Models with the Vehicle Type have a different set of Characteristics to other Models), the values attached to those Characteristics will often be different and determine how effective that Model is at certain actions in a Battle. A full list of Characteristics and the purpose of each is presented on page 169.



UNIT

A Unit is a gaming element composed of one or more Models. Players will generally utilise Units rather than individual Models to make moves or conduct attacks, with all the Models that are part of that Unit being part of those moves or attacks. The composition of a given Unit is decided by the Controlling Player during Army selection, but can be altered during a Battle as Models are Removed as Casualties or Models with certain Special Rules or Types join or leave existing Units.

UNIT COHERENCY

All Models in a Unit must remain within a certain distance of at least one other Model that is part of the same Unit. This is referred to as being in Unit Coherency, the Rules governing Unit Coherency are presented in more detail on page 180.

UNIT PROFILE

Sometimes the Rules may refer to a Unit Profile, this indicates the set of variables that determine what is included in a Unit as well as the Points Value of the Unit. A Unit Profile is most often presented as a full page which clearly indicates the Unit's Points Value, composition, Wargear options and other important characteristics.

A Unit Profile does not exist in isolation, and each Unit Profile is considered part of an Army List – a collection of Unit Profiles that defines a single Faction and determines which Units may be included in a given Detachment (see Army and Army List).

DETACHMENT

A Detachment is a gaming element composed of one or more Units. The composition of a given Detachment is decided by the Controlling Player during Army selection based on the Force Organisation Chart being used for that Army. A Detachment's main function is in the selection of an Army, and during an individual Battle imposes only limited restrictions for the Models and Units that are part of that Detachment. Any restrictions imposed on Units during a Battle based on the Detachment it was selected as part of will most often be due to interactions between Units of different Factions (see page 181).

FORCE ORGANISATION CHART

A Force Organisation Chart is used in the selection of an Army, allowing a Player to determine which Units may be included in an Army. As a tool intended purely for use in Army selection, a Force Organisation Chart rarely has any effect on Models or Units that were selected as part of it during a Battle. The Rules governing Force Organisation Charts and Army selection are presented in more detail on page 278.

FACTION

Faction is a type of Trait that refers to the various forces that fought during the Horus Heresy. Each Model in an Army must belong to one of these Factions. Examples of Factions include: each of the Space Marine Legions (Ultramarines, Sons of Horus, etc.), the Legio Custodes, the Sisters of Silence and the Mechanicum. A given Detachment will usually only include Models from one Faction (though an Army may include Models from more than one Faction) and certain Special Rules only affect Models with a certain Faction.

TRAIT

A Trait is similar to a Characteristic, in that it is attached to specific Models, however a Trait has no numerical value attached to it. Unlike Characteristics a Trait has no intrinsic Rules attached to it, but other Rules may operate differently when targeting a Model with a specific Trait.

ALLEGIANCE

Allegiance is a type of Trait that defines the two sides of the Horus Heresy – Loyalist and Traitor. Each Model in an Army must belong to the same Allegiance, and most Battles will pit an Army composed of Models with one Allegiance against an Army composed of Models of the opposite Allegiance. Furthermore, some Special Rules may operate differently when targeting a Model with a certain Allegiance.

ARMY

An Army is a gaming element composed of one or more Detachments. The composition of a given Army is decided by the Controlling Player during Army selection based on the Army List being used for that Army. An Army's main function is in deciding which Models and Units may be deployed in a Battle, and during an individual Battle imposes only limited restrictions for the Models and Units that are part of that Army.

ARMY ROSTER

An Army Roster is a complete list of all Models, Units and Detachments in a given Army. This should include details on any selected Wargear, Special Rules, Traits and the Points Value of all Models and Units in the Army. An Army Roster may be viewed by any Player in a Battle as soon as that Battle is begun and is not considered secret unless another Rule requires otherwise.

ARMY LIST

An Army List is a list of Units and Models that comprise a Faction. It is used by a Player to select an Army in conjunction with a Force Organisation Chart. The Rules governing Army Lists and Army selection are presented in more detail on page 278.

POINTS, POINTS LIMITS, AND POINTS VALUE

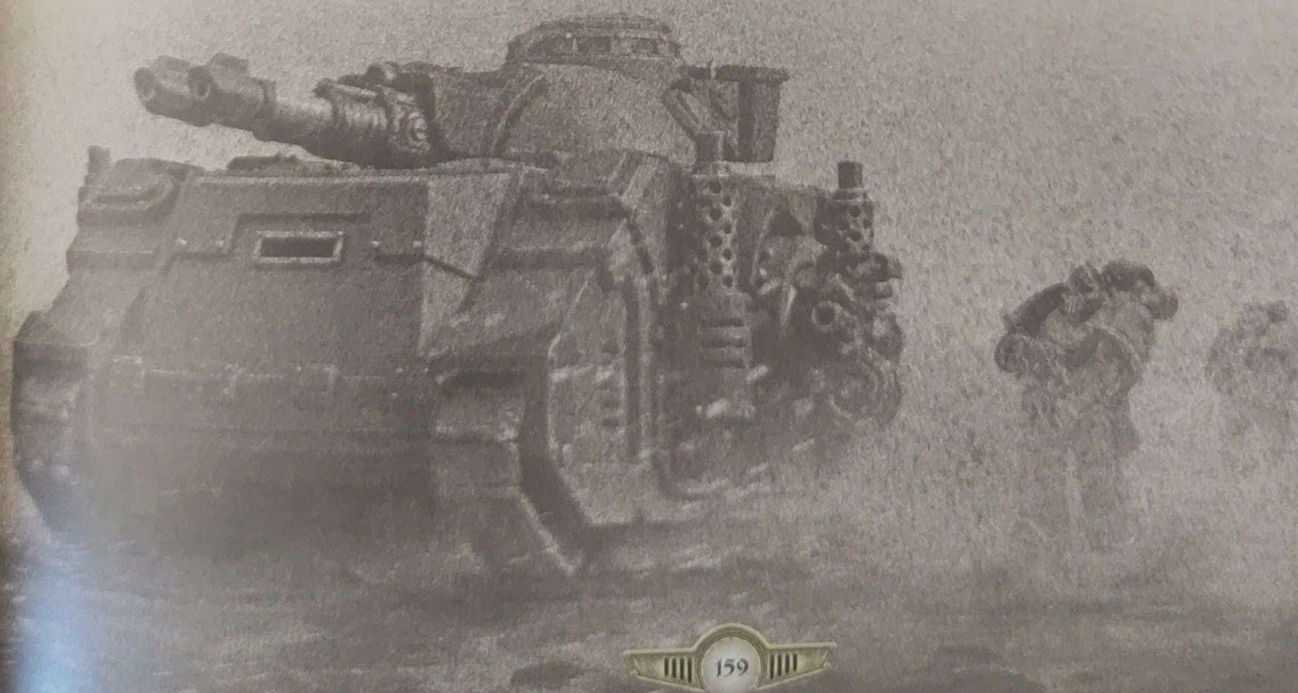
Points are used to gauge the relative value of a given Model, Unit, Special Rule or item of Wargear. Every Army is selected by expending Points from a fixed Points Limit agreed before a Battle (the standard Points Limit for a Battle is 3,000 Points) to add Units to the Army. Each Army List assigns a fixed Points Value to each Model, Unit and option available as part of that Army List, a value which is only used as part of selecting an Army. The Points Value of each Unit and the total Points Value of the Army must be listed on that Army's Army Roster. The total Points Value of an Army can be any value equal to or lower than the Points Limit for that Battle – but may not be greater than the Points Limit agreed.

DICE

The term Dice (or rarely 'die' for a single dice, or 'D6' in certain older publications) will always refer to one or more six-sided dice with a numerical value shown on each face. In all cases, each Dice will have a '1', a '2', a '3', a '4', a '5' and a '6' face. Sometimes Dice will have a number printed on the face, while sometimes the value may be represented by a number of 'pips'. Some Dice may replace one of the faces, usually the '1' or '6' face, with a decorative symbol – this symbol will always represent the missing value. It is good practice to present such Dice to your opponent before the Battle and explain which faces use symbols to avoid confusion when rolling.

SCATTER DICE

Some Dice do not have numbers on their faces, but instead show arrows and target symbols. These are known as Scatter Dice and are used to resolve Scatter Rolls. The Rules for using Scatter Dice and making Scatter Rolls are fully explained on page 187.



ROLL (RE-ROLL)

The term Roll indicates when one or more Dice are to be picked up by a Player and rolled onto the Battlefield or other flat surface and the results noted to resolve an attack or Special Rule. The result of a Roll is determined by reading the uppermost face on the Dice after it has come to rest. Each individual action that requires a Roll will detail how many Dice are to be Rolled and how the results are to be interpreted. Sometimes a Rule may allow for one or more Dice to be Re-rolled, this means the Dice indicated may be Rolled again after it has come to rest, and the new result replaces the first result – no single Dice may ever be Re-rolled more than once.

COCKED DICE

Sometimes, when Rolling a Dice, a Dice may come to rest in a position which makes it difficult to identify which face is uppermost. This is referred to as a Cocked Dice. A Cocked Dice should be Re-rolled if the Players cannot reasonably agree as to which face is uppermost (this Re-roll does not limit the ability of the Dice to be further Re-rolled if a Rule allows it).

MODIFIER

Some Rules will apply a bonus or penalty to the results of a Roll, either to an individual Dice or to the total of an entire Roll, or to the value of a Characteristic. This bonus or penalty is known as a Modifier. Most often a Modifier will take the form of the addition or subtraction of a fixed number, but on rare occasions may require the multiplication or division of a result. More information on Modifiers and how they are applied can be found on page 167.

ATTACKS

An attack is a type of Roll that represents Models firing or striking at the enemy. Attacks can be both Ranged (when the Models are at a distance from one another) or Melee (when the Bases of the Models are in contact with each other), and usually require several separate Rolls to completely resolve. The intent of an attack is normally to remove an enemy Model from the Battlefield, but can also have other effects. Attacks and the Rules for making them are presented on page 192.

WARGEAR

Wargear represents the Weapons and equipment shown on Models. Wargear can be broken down into two types, those that are used to make attacks and those that are not. Wargear that is used to make attacks is often referred to as a Weapon and has a separate Weapon Profile, while Wargear that is not used to make attacks will be formatted more like a Special Rule.



MEASURING

In the context of these rules, the term Measuring refers to when a Player is required to Measure a distance on the Battlefield, most commonly when moving a Model or checking range for an Attack. In the Warhammer: The Horus Heresy – Age of Darkness rules, Measuring is always done in inches ("). Note that when measuring distance, any fractional values are always rounded up to the nearest whole inch. So if a distance of 4.3" was measured, it would be rounded up to a distance of 5" instead.

TAPE MEASURE

The most common device used to Measure distances in Warhammer: The Horus Heresy – Age of Darkness Battles is a Tape Measure, and the Rules may sometimes refer to this. In all cases the term Tape Measure can be considered to refer to any device or tool used to measure distances during a Battle.

BLAST MARKER

A Blast Marker is a round Marker of a specific diameter used to determine which Models have been hit by certain types of attack and other effects. The standard size for a Blast Marker is a 3" diameter Marker, but 5" (Large) and 7" (Massive) are also used. Blast Markers and the Rules for using them are presented on page 184.

TEMPLATE

A Template is a type of Marker of irregular shape, unlike Blast Markers which are always circular. The most common type of Template is the teardrop shaped Flame Template, which is used like a Blast Marker to determine which Models are hit by certain attacks. Templates and the Rules for using them are presented on page 184.

BATTLEFIELD

The area on which a Battle is resolved is referred to as the Battlefield. For most Battles this will be an area 6 foot (72") wide and 4 foot (48") across and a clear delineation should be made to show where the Battlefield ends.

BATTLE

A Battle is the term used to refer to an encounter between two Armies resolved using the Warhammer: The Horus Heresy – Age of Darkness Rules. Most Battles will involve two Players and last for four Battle Turns, though this can vary.

TURN

A Battle is split into a number of Turns. Once the last Turn of a Battle has been completely resolved, the Battle ends. In general, when used without a qualifier, the term Turn refers to Battle Turns.

BATTLE TURN

A Battle Turn is defined as all Players having resolved a single Player Turn as the Active Player (thus there are usually two Player Turns in each Battle Turn). In general a Battle is measured in Battle Turns to allow all Players to have the same number of Player Turns as the Active Player and so an equal chance to interact with the Mission, accumulate Victory Points and win. In general, Player Turns within a Battle Turn will always follow the same order – in that one Player will always take the role of the Active Player first in each Battle Turn.

PLAYER TURN

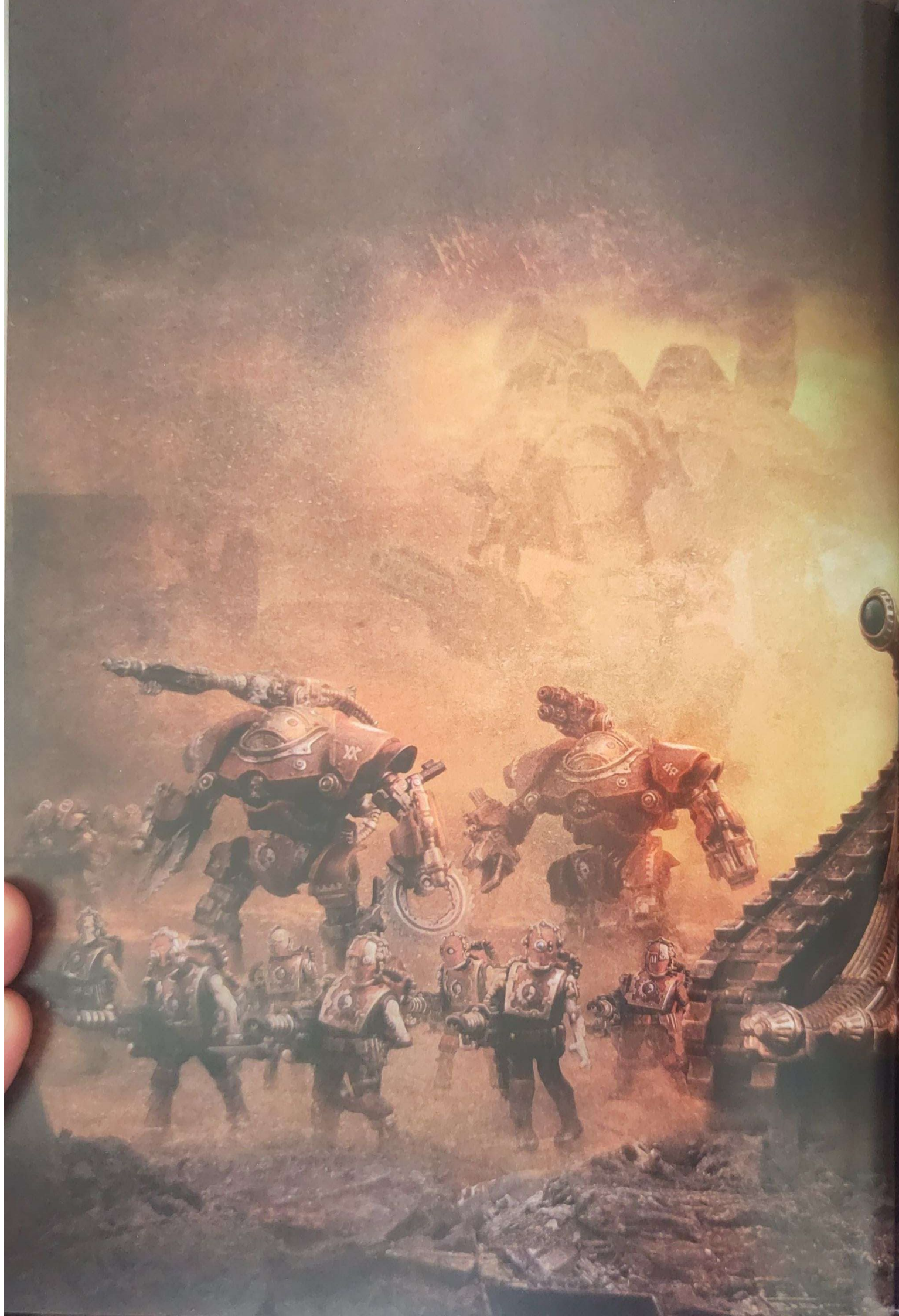
A Player Turn is defined as one cycle through the Turn Sequence with the same Player acting as the Active Player in each Phase. Once a Player Turn has been completed, a new one is begun with the other Player taking the role of Active Player.

PHASES

All Player Turns are divided into Phases – the main Phases are Movement, Shooting and Assault, but each Turn incorporates a Start and End Phase. These Phases are resolved in order (Start; Movement; Shooting; Assault; End) to form a single Player Turn. In any given Phase, one Player will take the role of Active Player and the other that of Reactive Player, usually the same Player will take the role of Active Player in all Phases of a single Player Turn.

RULES & SPECIAL RULES

The term 'Rule' refers to any instructions that allow Players to resolve a Battle, covering all the interactions between Models and Units (such as moving, Shooting and making Assaults). All of the material in the Principles of Combat, Rules of Battle and Battles in the Age of Darkness sections of this book are considered to be Rules. Special Rules present advanced Rules that modify how the standard Rules work, and can be found in the Armoury of the Age of Darkness section. In all cases, Special Rules take precedence over Rules where the two present differing instructions.



In the name of the Omnissiah we march to war and by the will of the Lord of all Machines we will reign over the domains of humanity. By his golden light, the stars themselves will be diminished and none shall shine as brightly. Great shall be the glory of his presence, for he is the master of all things of flesh and the forger of metal. He is the genesis and the terminus and his light will burn away the veil of ignorance to reveal the purity of truth."

**Third canticle of the 'Revelator Omnissiah'
as transliterated by the priests of the Order of Integration**





The Principles of Combat

*"Those who would stand at the head of an army must first sit at the feet of the wise.
For strength without wisdom is like a forge with no fire: worthless."*

Attr. Vulkan, Master of the Promethean Cult and Lord of the Salamanders

The Principles of Combat are the basic Rules of the game, and will explain how to undertake all basic and advanced game actions – such as attacking or moving.

This section contains all of the Rules that govern resolving actions in a Battle, from moving and attacking, to Tactical Statuses and Reactions. The section that follows, The Rules of Battle on page 239, covers when these actions are resolved and in what order – as well as detailing any unique Rules that occur in the Phases of a Turn.

This section is broken down into two discrete parts: Basic Principles and Advanced Principles. Basic Principles covers making attacks and moving Models, as well as the Model Characteristics and Model Types required to resolve such actions. Advanced Principles covers Tactical Statuses, Reactions, Psychic Powers and more advanced Rules for Models that use the Vehicle Type, and Models that use the Flyer Sub-Type.

RULES AND SPECIAL RULES

The term Rule refers to any instructions that allow Players to resolve game actions as part of a Battle, covering all of the interactions between Models and Units (such as moving, Shooting and making Assaults). All of the material in the Principles of Combat, Rules of Battle and Battles in the Age of Darkness sections of this book are considered to be Rules. Special Rules modify how a Rule works, but do not present new basic game instructions, and in this book are mostly found in the Armoury of the Age of Darkness section. In all cases, Special Rules take precedence over Rules where the two present differing instructions.

CORE AND EXPANDED

In various places in this book, Players will find the term Core used to describe Rules and Special Rules. The term Core is used to refer to anything found in this rulebook, the Core Rulebook which presents all of the Rules and Special Rules that form the foundation of the Horus Heresy: Age of Darkness game. Any Rules or Special Rules presented in other Horus Heresy books, downloads or other publications are not Core Rules. This allows us to differentiate between the baseline Rules and a game making use of a larger body of newer and more expansive Rules when necessary.

The term Expanded is not used in this book, but refers to Rules or Special Rules that are considered optional and not part of the base game. Usually this will be because such Expanded Rules are more complex or less balanced than other Rules or Special Rules, and by use of the label make it plain to Players when they are making use of such Rules. This does not mean that Expanded Rules are not 'proper' Rules, but merely serves to highlight for Players when they are using something outside of the pale of the Core Rules. Note that if a Rule or Special Rule is not Core it is not automatically Expanded, a Rule or Special Rule that is an Expanded Rule will specifically state such.





BASIC PRINCIPLES

"Wars are not won by elaborate stratagems nor worthy causes praised in high courts. Wars are won in the mud, among the dead and the dying. There, all that matters is the ability to lift a blade and bring it down upon the foe again and again until he is no more."

Attr. Ferrus Mannus, Lord of Medusa

This section contains the basic principles of the Age of Darkness Rules, such as how to measure, or to roll Dice to take Tests or Checks. These are the main means by which Players interact with the Rules and should be read and understood by all Players. This section also includes Rules for how to record and reference the Characteristics that define Models and Units.

Designer's Note

Unlike older editions of the Age of Darkness game, we have chosen to place all of the 'how to do things' Rules in discrete sections ahead of the 'when to do them' Rules. The first section, this one, covers the most basic actions, followed by another section covering the more complex actions. This is intended to make it easier to find certain Rules during play.

CHARACTERISTICS

This section presents all of the Rules for recording and understanding the Characteristics used to represent Models, Units and Weapons.

Characteristics are sets of values attached to Models and Wargear and determine how effective they are in a Battle. Models and Wargear have different sets of Characteristics and some Types (see page 174) modify which Characteristics are used by certain Models. Every Model and item of Wargear will have a Profile that lists all of the Characteristics needed and the numbers associated with those Characteristics.

All Characteristics are represented by a single number, indicating how powerful they are – with higher numbers indicating a greater ability and referred to as their 'value'. In some cases this value may be shown not as a number, but as another Characteristic – this second Characteristic is referred to as the Reference Characteristic.

For example, the Strength Modifier Characteristic of a chainsword (a Weapon) might be listed as 'S' rather than a number. This indicates that the Strength Modifier Characteristic of that Weapon is the same as the Strength Characteristic of the Model that has it.

In these cases the Current Value of the Reference Characteristic is considered the Base Value of the Characteristic whose value is to be determined (when the Current Value of the Reference Characteristic changes, so too does the Base Value of the Characteristic it determines). No Characteristic may have a value less than 0.

The value shown for a Characteristic as part of a Model or Wargear profile is known as its 'Base Value' – this can be modified during gameplay by Special Rules and attacks, this modified value is referred to as its 'Current Value'. Certain Characteristics, such as Movement and Wounds, will have additional effects when reduced to a value of 0. This will be noted and explained in the Rules for that Characteristic.

The exception to these Rules are a Sub-Type of Characteristic referred to as Saving Throws, the most common of these being Armour Saves. Saving Throws are represented by a number indicating the minimum result needed to succeed on a Test using that Save, and as such lower numbers are more valuable. In addition, Saving Throws will usually have a '+' symbol after their numerical value to distinguish them from other Characteristics.

CHARACTERISTICS AND MODIFIERS

Characteristics can be modified by various Rules and Special Rules, temporarily altering the Base Value of that Characteristic, with the modified value referred to as its Current Value. If no modifiers have been applied to a given Characteristic then its Current Value is the same as its Base Value. The most common modifiers will add or subtract a fixed number from the Characteristics Base Value for a set duration, though some modifiers may multiply or divide the Base Value.

If a Rule calls for a modifier to be applied to a Characteristic that has already been modified, then that modifier is applied to the Current Value, not the Base Value. Modifiers that add or subtract a fixed value to the Characteristic do so to the Current Value and modifiers that multiply or divide the Characteristic multiply or divide the Current Value. Where multiple modifiers are applied to a Characteristic at the same time, any modifiers that multiply the Characteristic and/or modifiers that divide the Characteristic are applied first, then any modifiers that add to or subtract from the Characteristic are applied last.

Designer's Note

Where any Rules call for multiple modifiers of different kinds to be applied to a value, they are always applied in the following order: multiplication then division, then addition and finally subtraction.

Some modifiers may simply 'set' the Current Value of a Characteristic to a specific value instead of modifying the Current Value or Base Value. Such modifiers override all other modifiers and are always applied last, replacing the modified Current Value with the set value.

For example, a Model's Strength Characteristic has a Base Value of 4 on its Unit Profile.

- If this Characteristic has a modifier of '+1' applied to it, its Current Value would become 5.
- If it had modifiers of both '+3' and '-1' applied to it then its Current Value would be 6.
- If it had a modifier of 'x2' applied to it then its Current Value would be 8.
- If it had a modifier of 'x2' and '+1' applied to it then its Current Value would be 9.
- If a modifier set its value to '2', then its Current Value would be 2.
- If it had a modifier of 'x2' and '+1' applied to it and another modifier also set its value to '2', then its Current Value would be 2.

MODIFIERS AND SAVING THROWS OR AP

As the sub-type of Characteristics known as Saving Throws are presented and operate differently to other Characteristics, there are a number of specific rules and set terminology regarding modifying Saving Throws. These Rules are also used when modifying the Armour Piercing or AP Characteristic of Weapons:

- Any modifier that instructs a Player to 'improve' a Saving Throw or AP by one step is instructing a Player to reduce the value of the number that represents that Characteristic by 1, which in the case of a Saving Throws and AP is beneficial. As an example, if a model has an Armour Save Characteristic of '4+' and a Rule instructs the Player to Improve the Model's Armour Save by one step, then that Model's Armour Save changes from '4+' to '3+'.
- Any modifier that instructs a Player to 'reduce' a Saving Throw or AP by one step is instructing a Player to increase the value of the number that represents the Characteristic by 1, which in the case of a Saving Throw and AP is detrimental. As an example, if a Model has an Armour Save Characteristic of '4+' and a Rule instructs the Player to reduce the Model's Armour Save by one step, then that Model's Armour Save goes from '4+' to '5+'.
- A Saving Throw or the AP Characteristic cannot be improved to be better than a value of '2+' or '2', if a modifier instructs a Player to do so then the value remains at '2+' or '2'.
- If a modifier instructs a Player to reduce a Saving Throw or the AP Characteristic to worse than a value of '6+', then the value of that Saving Throw or the AP Characteristic becomes '-' - a Saving Throw or AP Characteristic may not be reduced to a value worse than '-', and if a modifier instructs a Player to do so then the value remains at '-'.

All modifiers are temporary adjustments to the Base Value of a Characteristic - although that temporary duration may be defined as an entire Battle. In most cases, a modifier will only be in effect for one or more Player Turns or Battle Turns as defined by the Rule that applies the modifier. Where a modifier has a duration of an entire Battle, then it remains in effect until all Turns and all aspects of the Battle, including calculating Victory Points and deciding the winner, have been resolved. Where a modifier has a duration of a Battle Turn, then it remains in effect until all Phases of both Player Turns have been completely resolved. Where a modifier has a duration of a Player Turn, then it remains in effect until the Effect Sub-Phase of the End Phase in that Player Turn has been completely resolved. Where a modifier has a duration of a Phase or Sub-Phase then it remains in effect until all Steps within that Phase or Sub-Phase have been completely resolved.

When the duration of a modifier ends, all of the effects of the modifier are removed. If it is the only modifier affecting the Model then the modified Characteristic will return to its Base Value, unless another Rule states otherwise. If more than one modifier is affecting the Model and not all of their durations have ended then only the effect of the modifier/s which has ended their duration are removed, and the Current Value of the Characteristic is adjusted to reflect this.

MAXIMUM AND MINIMUM CHARACTERISTIC VALUES

When modifying most Characteristics there are specific limits to the degree to which they can be modified. These limits vary depending on whether a Player is attempting to increase or decrease the Characteristic and the type of Characteristic being modified.

In all cases a modifier cannot change the value of a Characteristic to a negative value or to a fractional value. If a modifier would adjust the value of a Characteristic below 0, then that Characteristic is instead changed to a Current Value of 0, while if a modifier would leave a Characteristic at a fractional value, then the Current Value of the Characteristic is rounded down to the nearest whole integer.

However, when increasing a Characteristic it may be increased above its Base Value and can be increased to any value, with no upper limit. In practice there will be few occasions where an increase above a value of 10 applies a substantial benefit to rolls, but it is possible for most Characteristics. For certain types of Characteristics, most notably Saving Throws, these limits do not apply. In these cases, specific Rules will be presented to explain what the limits for those Characteristics are.

MODEL CHARACTERISTICS

Most Models use the same set of Core Characteristics, all defined below. Some Models have alternative Characteristics – most notably Models with the Vehicle Type, the most common of these are defined in this section, while rarer examples will be defined as part of the Rules that introduce them.

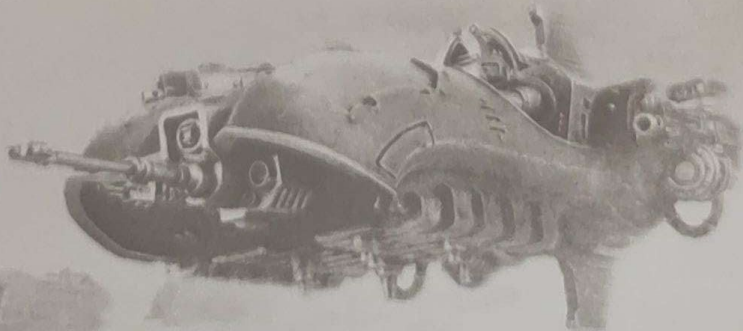
CORE CHARACTERISTICS

The following Core Characteristics are used to undertake all the most common actions that form the Age of Darkness Rules, and will be referred to in every Phase and Turn of a Battle. Almost every Model in the game uses these Core Characteristics, though Models with certain Types may either remove or replace certain of these Characteristics (see the Rules for Types on page 174 for more details).

All Core Characteristics are represented by a single number, and higher values always indicate a more powerful ability. During a Battle, Core Characteristics are primarily used to resolve Tests (see the Rules for Tests on page 188).

- **Movement (M)** – The Movement Characteristic is primarily used to determine how far a Model can move during the Movement Phase, with higher values denoting an ability to move further (see page 244). If a Model's Movement Characteristic is reduced to 0, then the Controlling Player may not move, Rush or otherwise change the Model's position on the Battlefield regardless of any other Rules that may affect it until its Movement is changed to a value greater than 0.
- **Weapon Skill (WS)** – The Weapon Skill Characteristic is primarily used to determine a Model's ability to attack during a Combat in the Assault Phase, with a higher value making it both easier for the Model to make attacks and more difficult for opponents to do so (see page 195). If a Model's Weapon Skill is reduced to 0 then that Model cannot make attacks in a Combat (if the Hit Test could have triggered a variable Special Rule, then that Rule is considered to automatically fail to activate as part of the Test). Enemy Models whose attacks target a Model with Weapon Skill 0, or a Unit whose majority Weapon Skill is 0, treat the Target Model as though it had a Weapon Skill of '1' to determine the Target Number for any Hit Tests required.

- **Ballistic Skill (BS)** – The Ballistic Skill Characteristic is primarily used to determine a Model's ability to make attacks during a Shooting Attack, with a higher value making it easier to succeed at attacks (see page 194). If a Model's Ballistic Skill is reduced to 0 then that Model cannot make Shooting Attacks, even if no Hit Test is required or it would have otherwise automatically succeeded due to the use of a Special Rule.
- **Strength (S)** – The Strength Characteristic is primarily used to determine the effectiveness of Wound Tests inflicted by Melee Weapons, with a higher value making it easier to inflict wounds (see page 197). If a Model's Strength Characteristic is reduced to 0 then any Wound Tests made that would use that Characteristic or for any Melee Weapon automatically fails and no Dice are rolled for it (if the Wound Test could have triggered a variable Special Rule, then that Rule is considered to automatically fail to activate as part of the Test).
- **Toughness (T)** – The Toughness Characteristic is primarily used as part of Wound Tests, with a higher value making it harder for attacks to inflict wounds on a Target Unit or Model (see page 197). If a Model is reduced to 0 Toughness then all Wound Tests made targeting it are automatically successful and no Dice are rolled (if the Wound Test could have triggered a variable Special Rule, then that Rule is considered to have been automatically activated as part of the Test).
- **Initiative (I)** – The Initiative Characteristic is primarily used to determine the order in which Models make attacks during Combat, with Models with a higher Initiative Value making attacks before those with lower values. For more details, see the Rules for the Assault Phase on page 252. When a Model's Initiative Characteristic is reduced to 0, then that Model will generally be forced to attack after other Models, but suffers no other penalty.
- **Attacks (A)** – The Attacks Characteristic is primarily used to determine the number of attacks a Model may make in a Combat, with the value of the Characteristic indicating the number of attacks that can be made (see page 195). When a Model's Attacks Characteristic is reduced to 0 then that Model may not make any attacks as part of a Combat.



DAMAGE CHARACTERISTICS

The following sub-type of Characteristic is used to represent a Model's ability to sustain damage without being destroyed. The two most common Damage Characteristics are those used to represent this for Models with and without the Vehicle Type.

- **Wounds (W)** – The Wounds Characteristic is primarily used to determine a Model's capacity for receiving Damage during a Battle, with a higher value allowing a Model to sustain more damage before it is removed from play. When a Model's Wounds Characteristic is reduced to 0 that Model is Removed as a Casualty, see the Rules for Casualties on page 199.
- **Hull Points (HP)** – The Hull Points Characteristic is primarily used to determine a Model with the Vehicle Type's capacity for receiving damage during a Battle, with a higher value allowing a Model to sustain more damage before it is removed from play. When a Model's Hull Points Characteristic is reduced to 0 that Model is removed from play as a Casualty, see the Rules for Destroyed Vehicles on page 221.

ADVANCED CHARACTERISTICS

The following Sub-Type of Characteristics are only used for Models with certain Types, and cover the Rules for Tactical Statuses, Psychic Powers and other Special Rules. These Characteristics will tend to have a higher Base Value than Core Characteristics, though a higher value still indicates a more powerful ability, and are meant to set the Target Number for Checks rather than Tests (see the Rules for Checks on page 189).

- **Leadership (LD)** – The Leadership Characteristic is primarily used to resolve Checks to determine when a Unit will stand its ground or flee. For more details see the Combat Resolution Rules on page 272. When a Model's Leadership Characteristic reaches 0, any Check it is used to determine the Target Number for automatically fails with no Dice rolled. However, a Unit that includes one or more Models with a Leadership of 0 but uses a Model with a higher value to make a Panic or Leadership Check suffers no penalties.
- **Willpower (WP)** – The Willpower Characteristic is primarily used for Checks made for Psychic Attacks or Powers. For more details see the Rules for Psychic Powers on page 212. When a Model's Willpower Characteristic reaches 0, any Check it is used to determine the Target Number for, automatically fails with no Dice rolled. However, a Unit that includes one or more Models with a Willpower of 0 but uses a Model with a higher value to make a Willpower Check suffers no penalties.

- **Intelligence (IN)** – The Intelligence Characteristic is primarily used for Checks to activate certain Wargear items and Rules. When a Model's Intelligence Characteristic reaches 0, any Check it is used to determine the Target Number for automatically fails with no Dice rolled. However, a Unit that includes one or more Models with an Intelligence of 0 but uses a Model with a higher value to make an Intelligence Check suffers no penalties.
- **Cool (CL)** – The Cool Characteristic is primarily used to resist Statuses. For more details see the Rules for Tactical Statuses on page 201. When a Model's Cool reaches 0, any Check it is used to determine the Target Number for automatically fails with no Dice rolled. However, a Unit that includes one or more Models with a Cool of 0 but uses a Model with a higher value to make a Cool Check suffers no penalties.

SAVING THROWS

Saving Throws are a sub-type of Characteristic not used by all Types. Unlike most other types of Characteristics, Saving Throws represented by a lower value are better than Saving Throws represented by a higher value. All Saving Throws are recorded as a single number followed by a '+' sign.

- **Armour Save (SAV)** – An Armour Save is used to attempt to negate wounds suffered by a Model. When a Model's Armour Save is at its minimum value of '-', that Model may not make Armour Tests.
- **Invulnerable Save (INV)** – An Invulnerable Save is used to negate wounds that would normally ignore or bypass an Armour Save. When a Model's Invulnerable Save is at its minimum value of '-', that Model may not make Invulnerable Tests.
- **Cover Save (COV)** – A Cover Save is used to negate wounds that would normally ignore or bypass an Armour Test. Few Models will have a Cover Save Characteristic, but other Rules may grant them one temporarily – such as Area Terrain. When a Model's Cover Save is at its minimum value of '-', that Model may not make Cover Tests.

DAMAGE MITIGATION TESTS

Damage Mitigation Tests are similar in execution to Saving Throws, but are Special Rules and not Characteristics. As such Damage Mitigation Tests, despite their similarities to Saving Throws, cannot be modified and are not affected by any Rule that targets a Saving Throw.

VEHICLE CHARACTERISTICS

The following Characteristics are specific to Models with the Vehicle Type, but otherwise follow all of the established Rules for Characteristics.

- **Armour (Front, Side, Rear)** – This Characteristic will often be presented with various separate Sub-Characteristics, one for each of the Model's Facings (see the Vehicle Rules on page 216). Each of these Sub-Characteristics is used to determine the effect of a Model's armour and how hard it is to defeat. When any Armour Sub-Characteristic is used to then any Hit on that facing will result in an automatic Penetrating Hit without any Dice being rolled (if the Hit could have triggered a variable Special Rule, then that Rule is considered to automatically activate as part of the Hit).
- **Transport Capacity** – This Characteristic is only used to determine how many Models may Embark upon a Model (see the Transport Rules on page 230). Most Models with the Vehicle Type will have a Transport Capacity of 0/-, which simply means that no Models may Embark upon that Model.

Example Infantry Model Profile

The following is an example profile for a Model with the Infantry Type, which will most often be the most common type of Model on the Battlefield. These profiles are how the Characteristics and other features of a Model are recorded for reference.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Space Marine Legionary	7	4	4	4	4	1	4	1	7	7	7	7	3+	-

Example Vehicle Model Profile

The following is an example profile for a Model with the Vehicle Type. These profiles are how the Characteristics and other features of a Model are recorded for reference. Most Models with the Vehicle Type will have the Armour Characteristic which is most commonly listed with the three Sub-Characteristics shown here: Front, Side and Rear.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Space Marine Rhino	12	4	12	11	10	5	12

WARGEAR CHARACTERISTICS

In the same manner as Models, certain types of Wargear also have Characteristics. The only type of Wargear item to have Characteristics in the Core Rules are Weapons, though in future publications other types of Wargear with Characteristics may be introduced.

Weapons are split into two main categories: Ranged and Melee, which use slightly different sets of Characteristics, all defined as follows. Some Weapons may have additional or alternative Characteristics – these will be defined as part of the Rules that introduce them.

WEAPONS WITH MULTIPLE CHARACTERISTIC PROFILES

Both Ranged Weapons and Melee Weapons may have more than one Characteristic Profile associated with them, representing different modes of attack or special ammunition. Such Weapons do not count as multiple Weapons, but a single Weapon with different options for how it can be used. In all cases, when the Rules instruct a Player to select a Weapon to make attacks with, a Player that controls a Model with a Weapon that has multiple profiles and intends to make attacks with that Weapon, must select one of the profiles to use for all attacks made as part of that action.

Once one profile has been chosen for a Weapon that has multiple profiles then that same profile must be used to resolve all attacks made with that Weapon as part of the same Shooting Attack or Combat. The Controlling Player may not switch to a different profile at any point during the Shooting Attack or Combat and does not count the remaining profiles as separate Weapons. However, in other Shooting Attacks or Combats the Controlling Player is free to select a different profile from those available.

The following Characteristics apply to Ranged Weapons. For more details on Ranged Weapon Characteristics and the Rules that govern them, see the Rules for Shooting Attacks on page 247.

- **Range (R)** – This Characteristic determines the maximum distance, in inches ("), at which attacks may be made with a Weapon. A Weapon with Range 0 or '-' may not make attacks as part of a Shooting Attack.
- **Firepower (FP)** – This Characteristic is used to determine how many Dice are rolled when making attacks with this Weapon. A Weapon with a Firepower Characteristic of 0 may not be used to make attacks of any kind.
- **Ranged Strength (RS)** – This Characteristic is used only during Wound Tests or Armour Penetration Tests for attacks made using ranged Weapons. If a Weapon has a Strength Characteristic of '0' or '-' then any Wound Tests made for it automatically fail and no Dice are rolled (if the Wound Test could have triggered a variable Special Rule, then that Rule is considered to automatically fail to activate as part of the Test).
- **Armour Penetration (AP)** – This Characteristic is used to determine if a Model Hit by attacks made with a Weapon may make an Armour Test. Like Saving Throws, lower values are more valuable for this Characteristic. When modifying the Armour Penetration Characteristic the same Rules are used as those for modifying Saving Throws.
- **Damage (D)** – This Characteristic determines how the Wounds or Hull Points Characteristic of a Target Model that fails a Saving Throw after sustaining a wound from a Weapon is modified. A Weapon with a Damage Characteristic of 0 cannot inflict Damage on a Model, regardless of the Weapon's other Characteristics or Special Rules.

CHARACTERISTICS THAT MODIFY OTHER CHARACTERISTICS

The Characteristics Initiative Modifier, Strength Modifier, and Attacks Modifiers are always used as modifiers to one of the Characteristics of a Model. As with other modifiers, if the value has a '+', '-', or other mathematical notation and then a number it is applied as a modifier to the Model's Characteristic. If the value is just a number then it replaces the value of the Model's Characteristic, and if the value is a letter then the Characteristic noted is not modified and its Current Value is used.

For example, a Weapon with an Initiative Modifier Characteristic of '+1' would allow the Controlling Player to use the Model's Current Initiative Characteristic with a +1 modifier added to it to decide the Model's Combat Initiative. A Weapon with an Attacks Modifier Characteristic of '3' would allow the Controlling Player to make 3 attacks for that Model, regardless of the Current Value of the Model's Attacks Characteristic. Lastly, a Weapon with a Strength Modifier Characteristic of 'S' imposes no modifier to the Model's Strength Characteristic and its Current Value would be used.

The following Characteristics apply to Melee Weapons. For more details on Melee Weapon Characteristics and the Rules that govern them, see the Rules for Melee Attacks on page 195.

- **Initiative Modifier (IM)** – This Characteristic is applied as a modifier to a Model's Initiative Characteristic to determine that Model's Combat Initiative. A Weapon with an Initiative Modifier of 0 forces the Model attacking with it to set their Combat Initiative to a value of 0. Furthermore, a Weapon with an Initiative Modifier of 'I' imposes no modifier to the Initiative Characteristic of a Model.
- **Attacks Modifier (AM)** – This Characteristic is applied as a modifier to a Model's Attacks Characteristic to determine how many Dice are rolled when making attacks with this Weapon. A Weapon with an Attacks Modifier Characteristic of 0 may not be used to make attacks during the Fight Sub-Phase. Furthermore, a Weapon with an Attacks Modifier of 'A' imposes no modifier to the Attacks Characteristic of a Model.
- **Strength Modifier (SM)** – This Characteristic is applied as a modifier to a Model's Strength Characteristic to determine the Strength used to make Wound Tests in Combat. A Weapon with a Strength Modifier Characteristic of 0 automatically fails any Wound Tests during the Fight Sub-Phase and no Dice are rolled (if the Wound Test could have triggered a variable Special

Rule, then that Rule is considered to automatically fail to activate as part of the Test). Furthermore, a Weapon with a Strength Modifier of 'S' imposes no modifier to the Strength Characteristic of a Model.

- **Armour Penetration (AP)** – This Characteristic is used to determine if a Model hit by attacks made with a Weapon may make an Armour Test. Like Saving Throws, lower values are more valuable for this Characteristic. When modifying the Armour Penetration Characteristic the same Rules are used as those for modifying Saving Throws.
- **Damage (D)** – This Characteristic determines how the Wounds or Hull Points Characteristic of a target Model that fails a Saving Throw after sustaining a wound or Penetrating Hit from a Weapon are modified. A Weapon with a Damage Characteristic of 0 cannot inflict Damage on a Model, regardless of the Weapon's other Characteristics or Special Rules.

TRAITS

Traits are a special kind of Characteristic, one which all Models have but which confers no inherent Rules or benefit on its own. Instead, Traits are used by other Special Rules and effects to target specific Models and apply benefits or penalties. The most common Traits are those for Allegiance and Faction, which are possessed by almost all Models. Allegiance requires that each Model have either the **Loyalist** or **Traitor** Trait, and most Models will gain one or more Traits based on the Army List from which they were selected.

For example, a Legionary selected from the Imperial Fists Faction and selected as part of a Loyalist Army would have the **Loyalist** and **Imperial Fists** Traits. On their own these Traits have no effect on the Model's Characteristics, Points cost or other features, but Rules that target Imperial Fists or Loyalist Models will apply their effects to the Model.

In addition to Models, Weapons can also have Traits. These are usually different to those possessed by Models, but are used for the same purposes. Weapons will commonly have Traits that define the type of Weapon it is or a specific type of usage. For example, a bolt pistol has the following Traits: **Assault**, **Bolt**. These identify which 'family' of Weapons it belongs to for any Rules that might only affect '**Bolt**' Weapons and notes that it can be used for attacks where only '**Assault**' Weapons may be used.

While they appear similar to Characteristics, it is important to note that Traits never have a 'value' attached to them. Furthermore, Traits cannot be modified in any way by another Special Rule or effect during a Battle, unless a Rule specifically states it affects a Trait.

MODEL TYPES

This section details the Core Model Types, such as Infantry. Full Rules for Vehicles can be found on page 216.

All Models must have a Type, which determines how they interact with the Core Rules. No Model may have more than one Type, but may have a number of Sub-Types in addition to their Type, with Sub-Types presenting additional Rules that affect that Model and its Type. In all cases, the Type that applies to any given Model will be clearly shown on its profile.

Each Type or Sub-Type presents a set of Rules, all of which apply to any Model with that Type or Sub-Type and take precedence over other Rules or Special Rules unless that Rule or Special Rule specifically states that it overrides a Model's Type or Sub-Type Rules. The following Types and Sub-Types comprise the most commonly used Types in these Rules, referred to as the Core Types, other publications may present additional Types and Sub-Types as needed.

CORE TYPES

Core Types are those provided by the Core Rules and detail the most common Types available. Future publications may add further Types to the game, these would follow all the Rules for Types but would not be referred to as 'Core Types'.

INFANTRY

Infantry units include all types of foot soldiers. Infantry are fairly slow moving, but can cross almost any terrain and make the best use of cover to avoid enemy fire.

Infantry is the most basic Type, and is applied to most Models in the game. A Model with the Infantry Type uses the Core Rules without modification, gaining neither benefit nor penalty. Models with the Infantry Type may Embark and Disembark upon Models with the Transport Sub-Type.

CAVALRY

Cavalry use their fast speed to strike deep into enemy territory and escape before their opponent is able to react. This type includes units mounted on bikes, jetbikes, land speeders and even traditional cavalry mounted on riding beasts.

The following Rules apply to all Models with the Cavalry Type:

- When making a Fall Back Move for a Model with the Cavalry Type, that Model moves a distance equal to the Initiative Characteristic of the Model plus the total of two Dice rolled and added together.
- Models with the Cavalry Type may not make use of any Cover Save granted by Terrain Features or Areas of Terrain.

WALKER

These massive engines of war are unlike the soulless warriors of the Mechanicum, for at their heart rests a mortal warrior whose instincts and experience guides their steel body on the field of battle.

The following Rules apply to all Models with the Walker Type:

- When targeting a Unit that includes any Models with the Walker Type, the effects of the Poisoned (X) Special Rule only trigger on a Wound Test with a result of a '6' before modifiers are applied, regardless of the value of X for that variant of the Special Rule.
- A Model with the Walker Type may attack with all Weapons they have in each Shooting Attack they make, including as part of a Reaction. Note that this does not allow Weapons that do not have the Assault Trait to be used to attack as part of a Volley Attack.
- In Step 1 of the Resolution Sub-Phase, when deciding how many Models a Player controls in a Combat, a Model with the Walker Type counts as a number of Models equal to that Model's Base Wounds Value.

PARAGON

Mightiest of all the Emperor's creations and the greatest warriors and generals of their age, the Primarchs of the Space Marine Legions epitomise the dark ages of the Horus Heresy. These colossi of war were powerful beyond the capabilities of any mortal warrior or steel-forged automata – for their only equal was another of their own kind.

The following Rules apply to all Models with the Paragon Type:

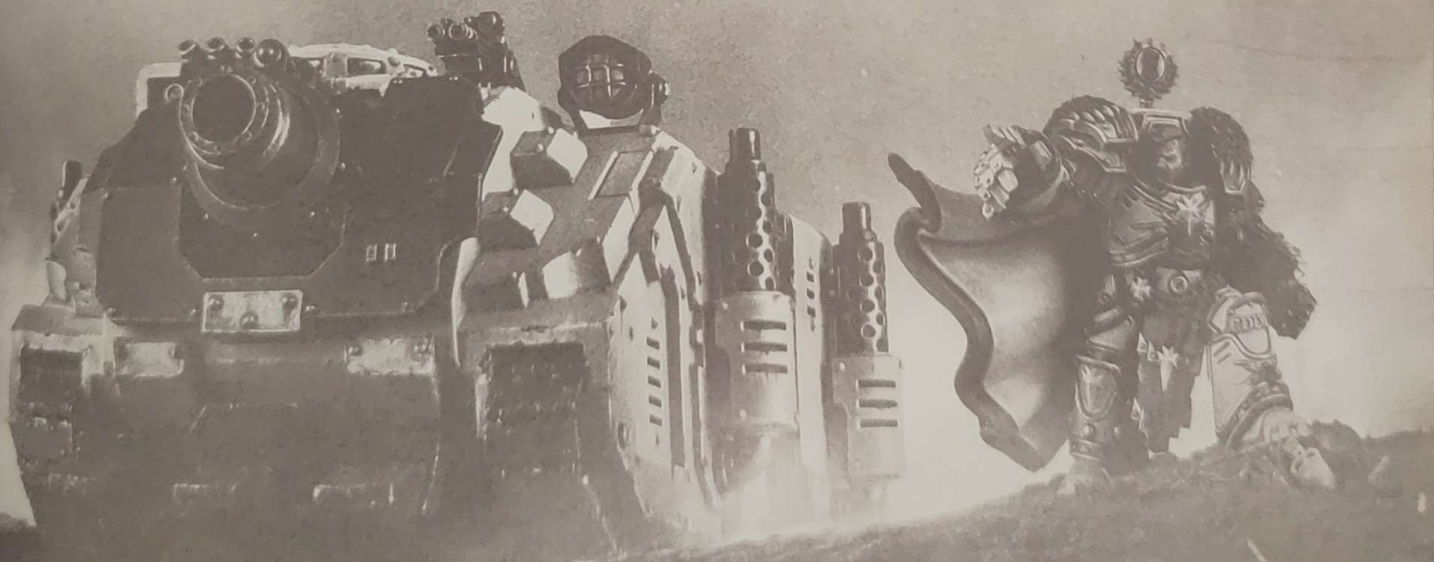
- Any Hits inflicted by a Model with the Paragon Type, as part of either Shooting Attacks or in close combat, are allocated by the attacking Model's Controlling Player and not the Controlling Player of the Target Unit.
- Models with the Paragon Type may join and leave a Unit that includes Models with the Infantry Type, and Models with the Infantry Type may join and leave a Unit that includes one or more Models with the Paragon Type.
- Models with the Paragon Type may Embark and Disembark upon Models with the Transport Sub-Type.
- A Model with the Paragon Type may Issue and Accept Challenges (see the Rules for Challenges on page 256).
- The Controlling Player of a Unit that includes one or more Models with the Paragon Type may use the Characteristics of one of those Models to resolve any Characteristic Checks made for that Unit.
- In Step 1 of the Resolution Sub-Phase, when deciding how many Models a Player controls in a Combat, a Model with the Paragon Type counts as a number of Models equal to that Model's Base Wounds Value.

AUTOMATA

The steel warriors of the Mechanicum are unlike any other force in the galaxy, unflinching automatons of logic engrams and gears. Though far more rugged than even the Emperor's Legiones Astartes, they are bound to the unchanging dictates of their programming and lack the tactical flexibility of flesh and blood warriors.

The following Rules apply to all Models with the Automata Type:

- Models with the Automata Type cannot gain any Tactical Statuses and are considered to automatically pass any Check made to avoid gaining a Tactical Status.
- When targeting a Unit that includes any Models with the Automata Type, the effects of the Poisoned (X) Special Rule only trigger on a Wound Test with a result of a '6' before modifiers are applied, regardless of the value of X for that variant of the Special Rule.
- A Unit that includes one or more Models with the Automata Type may not make Reactions.



CORE SUB-TYPES

Core Sub-Types are those provided by the Core Rules and detail the most common Sub-Types available. Future publications may add further Sub-Types to the game, these would follow all the Rules for Sub-Types but would not be referred to as 'Core Sub-Types'. In all cases, Sub-Types are presented after the base Type in brackets. For example, a Legion Cataphractii Terminator Sergeant has the following base Type and Sub-Types: Infantry (Sergeant, Heavy).

UNIQUE

Among the warriors and war machines of the Horus Heresy there are many whose names are known throughout the galaxy. Such heroes, prototypes and icons are rare, and though their power can tip any battle in their favour, they can only be in one place at a time.

The following Rules apply to all Models with the Unique Sub-Type:

- An Army may not include more than a single instance of a given Model with this Sub-Type. For example, if Model A and Model B both have the Unique Sub-Type then a single Army could include one of Model A and one of Model B, but no more than one of either Model.
- A Model with the Unique Sub-Type or a Unit composed entirely of Models with the Unique Sub-Type may not have any options other than those included on its Army List Profile selected for them.

COMMAND

Representing the elite of any army, commanders oversee the disposition of their troops, set strategy for the coming battle and often stand at the forefront of the conflict. The actions of such heroes can change the tide of battle in an instant.

The following Rules apply to all Models with the Command Sub-Type:

- A Model with the Command Sub-Type may join and leave Units (see page 180).
- A Model with the Command Sub-Type may Issue and Accept Challenges (see the Rules for Challenges on page 256).
- The Controlling Player of a Unit that includes one or more Models with the Command Sub-Type may use the Characteristics of one of those Models to resolve any Characteristic Checks made for that Unit.

CHAMPION

At the front of any charge and the heart of any defensive line are an army's champions. These warriors stand ever ready to accept the challenge of their foes and inspire their allies.

The following Rules apply to all Models with the Champion Sub-Type:

- A Model with the Champion Sub-Type may Issue and Accept Challenges (see the Rules for Challenges on page 256).

SPECIALIST

Some warriors are renowned not purely for their skill at arms, but for the specific skills they bring to the aid of their fellows. Such warriors move among the ranks as they are needed, taking up position to use their abilities to the greatest advantage amid the shifting tide of battle.

The following Rules apply to all Models with the Specialist Sub-Type:

- A Model with the Specialist Sub-Type may join and leave Units (see page 180).

SERGEANT

The humble sergeant stands as one of the greatest weapons in the arsenals of any army. Skilled in war and in leadership, each sergeant is the beating heart of their unit and the cornerstone upon which victory is built.

The following Rules apply to all Models with the Sergeant Sub-Type:

- The Controlling Player of a Unit that includes one or more Models with the Sergeant Sub-Type may use the Characteristics of one of those Models to resolve any Characteristic Check made for that Unit.

HEAVY

Intended to break the lines of the foe or to hold the most dangerous of positions, heavy troops trade speed and manoeuvrability for indomitable toughness and stubborn tenacity.

The following Rules apply to all Models with the Heavy Sub-Type:

- A Unit that includes only Models with the Heavy Sub-Type gains a bonus of +1 to its Cool Characteristic for Checks to avoid gaining Tactical Statuses.
- A Unit that includes any Models with the Heavy Sub-Type may not Rush.
- A Unit that includes any Models with the Heavy Sub-Type only uses its Movement Characteristic to determine how far it moves as part of a Set-up Move, not Movement and Initiative totalled.

LIGHT

Light troops are equipped and trained to fight on the move, pausing only briefly and trusting to speed over cover or heavy armour. Many armies will make use of such warriors as scouts, but they also serve as harassers and pursuit troops.

The following Rules apply to all Models with the Light Sub-Type:

- A Unit that includes only Models with the Light Sub-Type gains a +2 modifier to its Initiative when determining how far that Unit may Rush (this bonus stacks with other bonuses to Rush distance).
- A Unit that includes only Models with the Light Sub-Type may make Shooting Attacks after having Rushed, but makes all such Shooting Attacks as Snap Shots. Models or Weapons that cannot attack as Snap Shots may not make attacks.

SKIRMISH

Intended to scout enemy positions and screen the advance of heavier units. Skirmishers rely on speed and use of cover to survive rather than heavy armour. Such troops rarely fare well when pitted in open battle against true shock infantry.

The following Rules apply to all Models with the Skirmish Sub-Type:

- A Unit that includes only Models with the Skirmish Sub-Type has a Unit Coherency range of 3" rather than 2".

ANTIGRAV

Whether equipped with antigrav repulsors or empowered by some esoteric, psychic art, this unit is able to skim above the ground. While incapable of true flight, this does allow it to avoid any of the hampering effects of the prevailing terrain, gliding over obstacles that would ensnare or entangle more conventional troops.

The following Rules apply to all Models with the Antigrav Sub-Type:

- A Unit that includes only Models with the Antigrav Sub-Type may ignore the effects of any and all Terrain it passes over during movement, including passing over Impassable Terrain without penalty or restriction. However, such Units may not begin or end their movement in Impassable Terrain, and if beginning or ending their movement in Dangerous Terrain must take Dangerous Terrain Tests as normal.
- A Unit that includes only Models with the Antigrav Sub-Type may ignore both friendly and enemy Models and Units when moving. However, when moving over a friendly Unit all Models with the Antigrav Sub-Type must end their move at least 1" away from all Models that are not part of the same Unit, or if moving over an enemy Unit, must end their move at least 1" away from any enemy Model.

TRANSPORT

From armoured transports, to fleet orbital shuttles and even more esoteric modes of travel, mounting infantry atop faster moving transports is an ancient tactic. The best transports offer a safe haven for fragile infantry as well as a means to traverse even the most difficult terrain at speed.

All Models with the Transport Sub-Type are bound by a set of Rules regarding how they operate:

- All Models with the Transport Sub-Type have a Transport Capacity Characteristic, which determines the maximum number of Models that can Embark upon it – one Model per point of Transport Capacity, unless another Rule states otherwise.
- Only Models with the Infantry or Paragon Type may Embark or Disembark upon a Model with the Transport Sub-Type.
- A Unit may only Embark on a Model with the Transport Sub-Type if all Models in the Embarking Unit have the same Faction as the Model with the Transport Sub-Type.
- A Model with the Transport Sub-Type may only have a single Unit Embarked upon it at any one time (Models with the Specialist Sub-Type, Command Sub-Type or Paragon Type that have joined a Unit are considered part of that Unit and may Embark alongside it).
- A Unit may not be partially Embarked on a Model with the Transport Sub-Type – either all Models or no Models in a Unit may be Embarked on a given Model.
- If a Model with the Transport Sub-Type has a Unit Embarked upon it, the Embarked Unit is not considered part of the same Unit. The two remain separate Units for all purposes.



UNITS

A Unit is a group of Models that are considered a single entity on the Battlefield and remain near each other during play. While the Rules will often refer to Models, most actions are made with Units rather than individual Models. There are several key facts to remember when considering the Rules for Units:

- Units do not have Special Rules or Characteristics – only Models have Special Rules or Characteristics.
- During play Models do not take actions during the various Phases of the Turn, Units take actions – however, remember that a Unit can consist of a single Model.
- Just as the Characteristics and Special Rules of a Model may be modified during play, so too can the number and Type of Models that make up a Unit be modified.
- Any individual Model on the Battlefield that is not part of another Unit is considered a Unit of its own. This means that Models on the Battlefield or in Reserve are always part of a Unit.
- Units must remain in Unit Coherency during a Battle.

The Models that make up a Unit are decided upon before a Battle begins, selected by the Player that controls them as part of the Army Selection process (see page 278). These Units are listed on each Player's Army Roster and must be placed onto the Battlefield or into Reserves as a group as shown on the Army Roster and must remain together during the Battle. However, during play Models with certain Sub-Types (the Command Sub-Type and Specialist Sub-Type) may join and leave Units as the Battle progresses, both on the Battlefield and in Reserves.

DESTROYED & REMOVED AS CASUALTIES

Throughout these Rules the terms 'Destroyed' and 'Removed as Casualties' have been used to refer to Models and Units that have been taken out of play by enemy action – usually as the result of a Shooting Attack or Combat. Units that are 'Destroyed' or entirely 'Removed as Casualties' are often used as a means for the Opposing Player to score Victory Points and thus win a Battle. The two terms can be used interchangeably, but most often the term 'Removed as Casualties' is used to refer to the removal of an entire Unit that was composed of multiple Models, while 'Destroyed' is more commonly used to refer to the removal of a single Model or a Unit that was composed of a single large Model, such as a tank.

There is no fixed maximum number of Models that may be included in a Unit, though in general Units that include more than 20 Models are rare. All Units have a minimum size of one Model, once reduced to less than one Model a Unit ceases to exist – depending on how the last Model is removed, this can have different consequences. If the last Model in a Unit is removed due to having its Wounds Characteristic reduced to 0 or due to moving off of the edge of the Battlefield while Routed (see Tactical Statuses on page 201), then that Unit is considered to have been Destroyed or entirely Removed as Casualties. If the last Model in a Unit is otherwise removed from play with a Wounds Characteristic of 1 or higher, then the Unit is considered to no longer exist, but is not considered Destroyed. The exception to this are Units that have entered Reserves or Aerial Reserves. As the Models from such Units are removed from the Battlefield, but not removed from play such Units are not counted as Destroyed and may re-enter play at a later point.

UNITS AND TYPES

In general, the following key Rule applies to most questions regarding Model Types and Units:

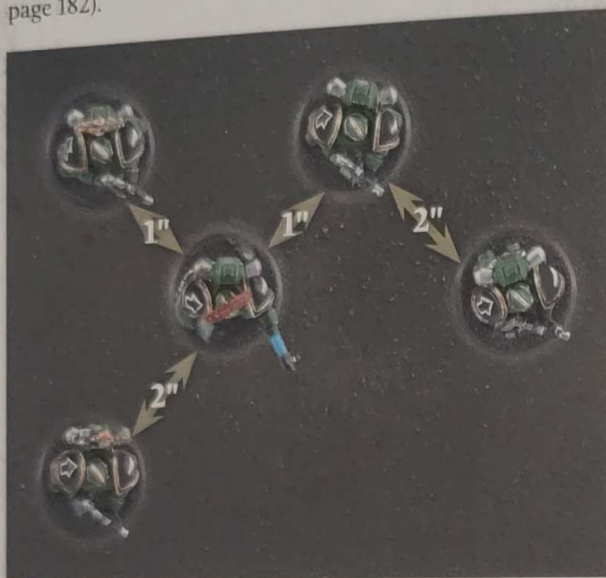
A given Unit may only include Models of one Type and all Models in a Unit must be of the same Type.

This applies only to Types and not to Sub-Types – most Units will include more Models with different Sub-Types and may do so at no penalty.

Some Special Rules may allow Models to join or be included in Units that do not have the same Type as that Model under specific and limited circumstances – wherever this is the case, the Special Rule that allows this exception will detail all Rules regarding that exception.

UNIT COHERENCY

To be in Unit Coherency all Models in a Unit must be no more than 2" measured horizontally or 6" vertically from at least one other Model that is in the same Unit. In addition, all Models in a given Unit must form one contiguous group while also maintaining Unit Coherency, and even if the Models retain Coherency may not split into separate groups. When measuring distance to determine if a Unit is in Unit Coherency, all distances are measured Base-to-Base (see the Rules for Measuring on page 182).



The example pictured above shows a Unit of Salamanders in Unit Coherency – all of the Models form one contiguous group with no more than 2" between each Model and at least one other member of the same Unit.

A Unit must remain in Unit Coherency while on the Battlefield. All Models in a Unit that is being moved must end that move in Unit Coherency – if they cannot then they may not be moved. When removing Models from a Unit, Models may be removed in a manner that means the Unit will no longer be in Unit Coherency, however, note this may lead to penalties being applied – see the Rules for Out of Coherency below.

Out of Coherency

If, at the start of the Controlling Player's Movement Phase, a Unit controlled by that Player is not in Unit Coherency, then the Controlling Player must move that Unit so that it ends the Phase in Unit Coherency. If for any reason the Unit cannot end its Movement in Unit Coherency then all Models in the Unit automatically gain the Suppressed Status. Likewise, if, at the start of any Shooting or Assault Phases, any Unit is not in Unit Coherency, then the Controlling Player of that Unit must immediately make a Cool Check for the Unit or all Models in the Unit gain the Suppressed Status (see Tactical Statuses on page 201).

JOINING AND LEAVING UNITS

A Model with the Command or Specialist Sub-Type, or the Paragon Type, may join and leave Units during a Battle – this is the only exception to the Rule that Models in a Unit must remain part of that Unit. A Model that cannot move for any reason, has the Routed Status, is Locked in Combat, or that is Embarked on any other Model may not join or leave any Unit. A Model may only join a Unit if all Models in the Unit it is joining have the same Type as that Model. Joining and Leaving a Unit occurs during the Movement Phase and is conducted as follows:

Joining a Unit

To join a Unit, a Model with the Specialist or Command Sub-Type, or the Paragon Type, must be in Unit Coherency with the Unit that it is to join at the end of the Move Sub-Phase of the Movement Phase. Then the Controlling Player need only declare that it has joined the Unit, at which point that Model is considered part of the Unit. There is no limit to the number of Models that can join a given Unit in a single Phase. If a Unit is joined by one or more Models, it may not Move further in the same Phase.

A Model that joins a Unit will gain any and all Tactical Statuses affecting that Unit – but will not gain the effects of any Special Rules possessed by other Models in that Unit. Likewise, if the joining Model is under the effects of any Tactical Statuses, then all other Models in the Unit it has joined will gain the same Statuses – but will not gain any Special Rules possessed by the joining Model.

Leaving a Unit

To leave a Unit that it is part of, a Model with the Specialist or Command Sub-Type, or the Paragon Type, must remain in Unit Coherency with the Unit it is part of until the Unit is selected to move during the Move Sub-Phase. When the Unit is selected, the Controlling Player may declare that any or all Models in that Unit with the Specialist, or Command Sub-Types, or the Paragon Type, may leave the Unit. At this point any Models that the Controlling Player wishes to have leave the Unit must be moved, and must end that move out of Coherency with the Unit that those Models are leaving. If, after moving, the Models leaving the Unit are out of Coherency with the Unit they began the Phase part of, then they are now treated as a separate Unit – but may not be selected in the same Movement Phase to make further moves. If multiple Models are leaving the same Unit and any are in Coherency with each other after having moved, then those Models must form a new Unit. Once any Models that the Controlling Player has declared will leave the Unit have moved, then the Unit that was originally selected may be moved. Note that if a Model leaves a Unit while under the effects of a Tactical Status, it remains under the effect of that Status once it has left the Unit.

THE SOLE SURVIVOR

When a Unit is joined by a Model that has the Command or Specialist Sub-Type, the Paragon Type, or some other means of joining Units, they effectively form a single Unit until separated using the Rules for Leaving Units described previously. Attacks targeting such a Unit treat it as a single Unit for all purposes of allocating and resolving Hits and wounds.

If a Shooting Attack, Combat or other type of attack, is completely resolved, and leaves only Models that had previously joined the Unit, then there is no further effect – all the remaining Models continue to form a single Unit (even if the removal of Casualties would leave them Out of Coherency). Any Tactical Statuses which affected the Unit before the attack remain in play, and any effects or Tactical Statuses imposed by the attack apply to the remaining Models as per the normal Rules.

In cases where the Destruction or Removal as Casualties of a Unit would score a Player Victory Points or otherwise trigger a Special Rule, these Rules are triggered on the destruction of a 'Unit' as described by its entry on the Controlling Player's Army Roster – not the Models that had joined the Unit during play.

For example: A Legion Tactical Squad is joined by a Centurion (which has the Command Sub-Type) and an Apothecary (which has the Specialist Sub-Type). After these Models have joined the Unit they are all considered to be a single Unit for all Rules purposes – such as being selected to move or Attack. If a Shooting Attack targets the Unit then attacks are made as if it were a single Unit, and if all of the Legionaries are Removed as Casualties then the Centurion and Apothecary continue to form a single Unit and will potentially have to make a Panic Check or other Status Checks due to the removal of the other Models in the Unit (depending on the number removed, see the Rules for Statuses on page 201). In this case, when the Shooting Attack removes all of the Legionaries as Casualties, leaving the Centurion and Apothecary as a single Unit, it does count as having Destroyed a Unit for the purposes of scoring Victory Points or triggering Special Rules as the Tactical Squad, as recorded on the Controlling Player's Army Roster, did not include the Centurion or Apothecary.

Joining or Leaving Units in Reserves

Whilst a Model with the Specialist or Command Sub-Types or Paragon Type is in Reserve the Controlling Player may have it join or leave any Unit they control that is also in Reserves during the Start Phase of each Turn. The usual restrictions apply to which Units may or may not be joined. This must be declared to all other Players and cannot be changed until the following Battle Turn. If a Model joins a Unit in Reserves then if a Reserves Roll is made to bring the Unit it has joined into play, its result counts for any Models that have joined that Unit and they are not rolled for separately. Any number of Models with the Specialist or Command Sub-Type or Paragon Type may join or leave the same or different Units in the Start Phase, and Models with either the Specialist or Command Sub-Type or Paragon Type may both leave and join Units in the same Phase while in Reserves. A Unit that has been joined by Models that were not part of it at the start of the Battle which enters Reserves remains a single Unit and those Models that have joined remain part of the Unit unless the procedure described in this Rule is used to remove them.

UNITS OF DIFFERENT FACTIONS OR ALLEGIANCE

If a Unit contains Models with different Faction Traits then all Models in that Unit must reduce their Leadership and Cool Characteristics by 1. For example, if a Model with the Blood Angels Trait joined a Unit consisting of Models with the Imperial Fists Trait, then all Models now in that Unit would reduce their Leadership and Cool by 1.

Models with the Loyalist Trait may never join a Unit that includes any Models with the Traitor Trait, and Models with the Traitor Trait may never join Units that include any Models with the Loyalist Trait.



KEY ACTIONS

This section contains Rules for measuring distances and making Tests or Checks.

When resolving a Battle using the Core Rules of the Age of Darkness, there are certain basic actions that will be used throughout the Battle. For ease of reference and understanding those are detailed here.

Designer's Note

Veteran gamers will find these Rules and terms will be familiar from older editions of the Age of Darkness Rules and other Games Workshop games, and may consider them too basic for their review. However, it is recommended that such veterans still review these Rules and terms to ensure that all Players are working under the same basic assumptions when resolving a Battle even if the underlying assumptions have not changed from earlier iterations. Much effort has been made to establish a common 'language' of battle to avoid confusion during play and an understanding of the terms in use will be a benefit to the entire Horus Heresy community.

MEASURING

Many actions during a Battle will require a Player to measure distances on the Battlefield, most commonly when either moving Models across the Battlefield or when checking the range of attacks. In almost every case measuring is a simple procedure, requiring a Player to use a tape measure to determine the distance between two fixed points on the Battlefield. This is done by placing the end of the tape measure at one point and then extending the tape measure until it reaches the other point, noting the distance shown on the tape at that second point. Distances are measured 'flat', meaning that the tape measure is held parallel to the surface of the Battlefield and not at an angle regardless of the height of Models or other aspects of the Battlefield.

Note that when measuring distance, any fractional values are always rounded up to the nearest whole inch. So if a distance of 4.3" was measured, it would be rounded up to a distance of 5" instead.

MEASURING

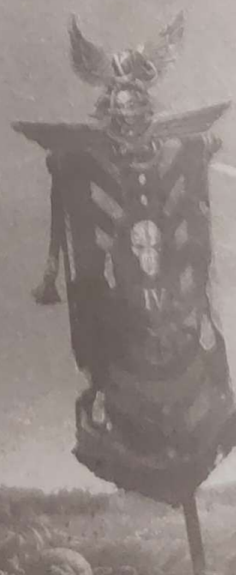
The following diagram shows the correct method for measuring the distance between two points on the Battlefield:



THE HUMBLE TAPE MEASURE

In all cases, these Rules will assume that measuring is undertaken with a tape measure – a small case from which an extendible measuring tape can be deployed by hand. The exact make of the tape measure is not important, though larger tape measures intended for other purposes may be awkward to use during a Battle.

Other types of measuring device, such as rulers, uncased tapes or connectible rods can all be used as long as they can accurately measure distances in inches. In all cases, Players should make their opponents aware of the device they intend to use to measure distances during play and if any concerns are expressed about the accuracy or method, they are addressed and resolved before beginning the Battle.



Recording Distances

In the Age of Darkness Rules all distances are measured in inches. These distances are often abbreviated in the following manner: X", where X is the number of inches. As such a distance of six inches will be noted in the Rules as 6". On occasion, Players may encounter larger distances recorded as feet instead of inches, in this case the distance is abbreviated as: X', where X equals the number of feet. So the notation 4' would indicate a distance of four foot, or 48 inches.

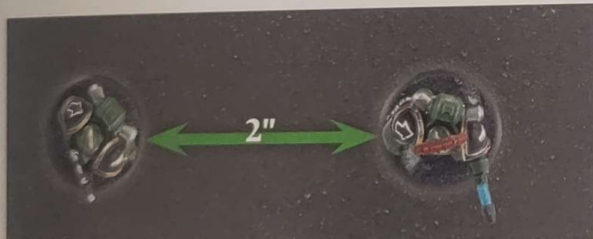
Who Can Measure When?

While many Rules will call for specific Players to make measurements at set points in the Battle, there is no limit to when or how often any Player may measure any distance on the Battlefield. As such, at any point during the Battle any Player may choose to measure the distance between any two Models or any two points on the Battlefield without reason or a Rule requiring them to do so.

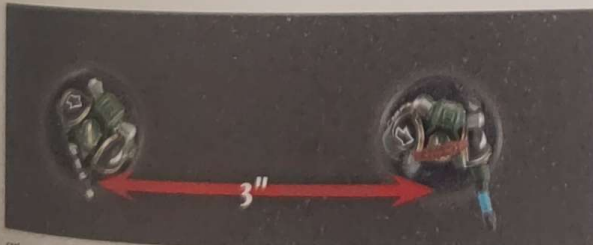
Measuring the Distance Between Models

When measuring the distance between two Models that have Bases, the distance is always measured Base to Base. This means that the distance between the two Models is measured between the two closest points on the two Models' Bases, not from any point on the actual Models.

A Model is always considered to be in Range of itself – you do not need to measure.

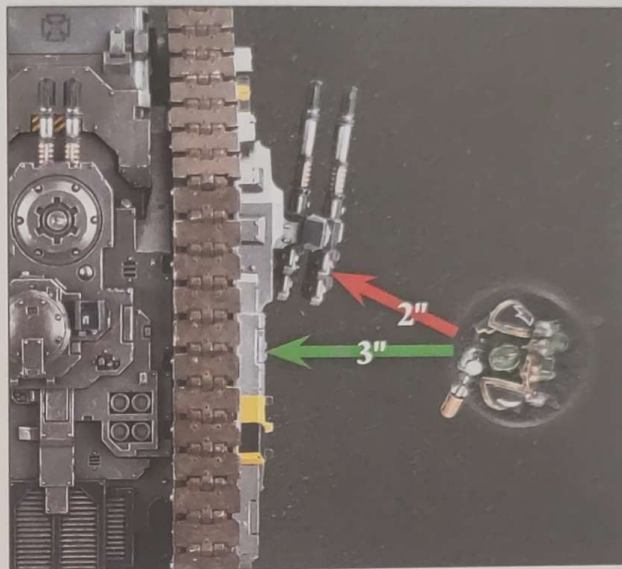


The distance between the two Models pictured above is measured correctly, checking the distance between the closest points on either Models' base.



The distance between the two Models pictured above is measured incorrectly. The points from which the distance has been measured are not the closest points on either Models' base.

Where a Model being measured to or from does not have a Base, then distances to and from that Model must be measured to the centre mass, or hull, of the Model. Models without Bases will almost always be of the Vehicle Type, and for such Models the centre mass is defined as the edge of the hull (see page 220) – not the furthest edge of a Weapon barrel, wingtip or other extremity of the Model.



Some Markers, such as Objective Markers, will be modelled on Bases of varying sizes or represented by solid tokens and these form an exception to the regular Rules. When measuring the distance between a Marker of any kind and another point Marker or Model, measure from the centre of the Marker's Base or the centre of the token used to represent the Marker.

MEASURING RANGE

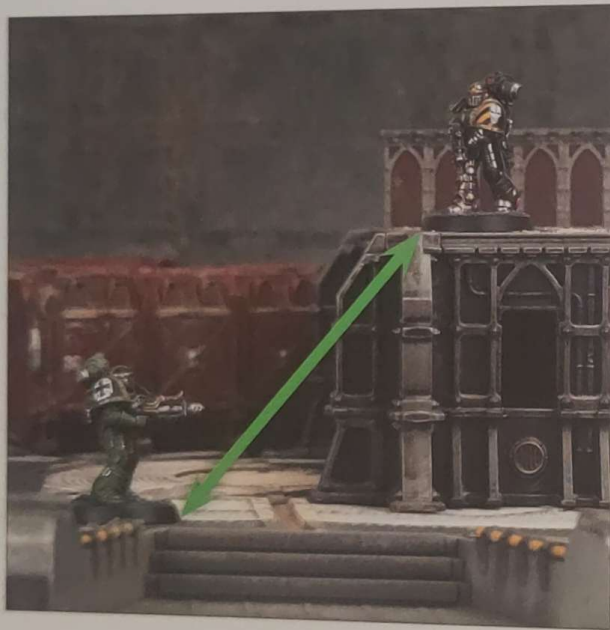
A number of actions will ask Players to measure the Range between Models or a Model and a point on the Battlefield. This simply refers to measuring a distance equal to the Range Characteristic of a Weapon and confirming that a Target Model or point is no further from the Attacking Model than the Range Characteristic of the Weapon being used as part of the attack. If, when measuring Range, the Target Model is equal to or closer to the Attacking Model than the Range Characteristic of the Weapon then it is 'In Range'. However, if, when measuring Range, the Target Model is further than the Range Characteristic of the Weapon then it is not 'In Range'.

Measuring the Distance Between Points on the Battlefield

When measuring between two points on the Battlefield that are not Models, Terrain Pieces or a Marker of some sort, then distances must be measured from the exact point. When measuring to the exact point, obstructions such as Bases, Impassable Terrain or Areas of Terrain are ignored and do not change the position to which any distances are measured if they overlap the position of the point in question.

Measuring at an Angle

Some Rules situations will call for a distance to be measured that accounts for the difference in height between two Models or points on the Battlefield. In such cases then a direct line must be drawn between the closest points on the two Models' Bases, or directly between two points, ignoring the usual Rule to keep the line of measurement parallel with the surface of the Battlefield. This direct line must connect the two Models or points by the shortest distance possible, ignoring Terrain or other obstacles in the way.



Other Rules may call for Models to move up or down an arbitrary distance referred to as a 'level'. This is most usually encountered when moving vertically within Terrain intended to represent ruined or intact buildings with discrete floors that can hold Models, for moving Models from one 'level' to the next. The distance that must be accounted for when moving a Model between one 'level' and another is 3" for each level transitioned from – this does not allow for any horizontal movement, only for transitioning directly up or down by one level. Note that when measuring for any other purpose than moving Models vertically on Terrain, such as when measuring range or checking for Unit Coherency, use the straight line measurement only.

TEMPLATES & BLAST MARKERS

Some distances are not determined by the use of a tape measure, but rather by use of Markers of a fixed size and shape – usually representing explosions and other Weapon effects. These are divided into two types, circular Blast Markers and teardrop shaped Templates, both of which come in a variety of sizes. When such Markers are used, Blast Markers are always placed at a distance from the attacking Model, and are often Scattered using the Scatter Dice (see page 187) to randomise their final position on the Battlefield. In contrast, Templates are always placed with the narrow end in contact with the attacking Model's Base and the wide end over the target. Templates are not Scattered and do not use the Scatter Dice. In all cases, the specific Rules for a Weapon or attack will specify which type and size of Marker is required and any variation in the Rules needed to place it upon the Battlefield.

Once placed and its final position determined, all Models whose Bases (or hulls if the Model has no Base) are touched by the Marker are considered to be 'under' the Marker. When determining which Models are touched by the Marker, it should be held parallel to the Battlefield above the point that is its final position and viewed from above to give an accurate representation of which Models it touches. Note that a Model's Base or Hull need not be completely under the Marker, as long as it is touched by the Marker it is considered to be under its effects.

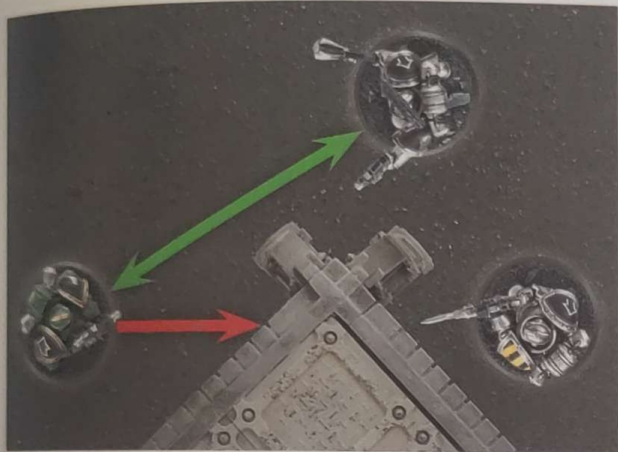


The example pictured above shows a Unit of six Salamanders being targeted by a Blast Marker. The Marker is correctly positioned with the central hole directly over the base of a Model in the Target Unit. In this position a total of four Salamanders are covered either wholly or partially by the Blast Marker, with each covered Model generating one Hit.

LINE OF SIGHT

Some Rules will ask Players to determine Line of Sight between two Models or a Model and a point on the Battlefield, checking whether one Model can 'see' another. Most often this is part of an attack, as a Model must have Line of Sight to its target in order to make any attack.

To determine Line of Sight, use a tape measure or other device to determine if an unbroken straight line can be drawn between the first Model and its target. If a piece of Terrain, Model with the Vehicle Type or other obstruction breaks the line between those two Models then there is no Line of Sight, if the line is unobstructed then both Models have Line of Sight to each other.



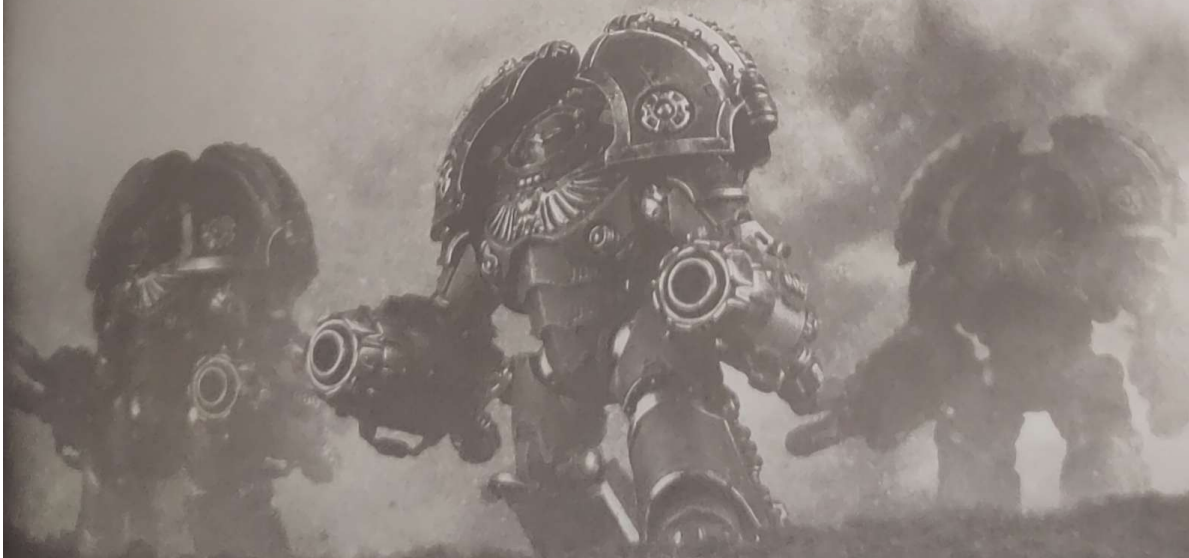
In the example pictured above, a Salamander is in close proximity to two Iron Warriors. The topmost Iron Warrior and the Salamander have Line of Sight to each other, as no terrain or other obstruction breaks the line between the two Models. However, no Line of Sight exists between the lower Iron Warrior and the Salamander, as the building breaks the line between the two Models.

Area Terrain only obstructs Line of Sight if the line passes through more than 3" of an Area of Terrain – except for Heavy Area Terrain, which always obstructs Line of Sight, and Light Area Terrain, which never blocks Line of Sight. Models that do not have the Vehicle Type do not obstruct Line of Sight regardless of their size. Models that are Embarked on another Model, in Reserves or otherwise not on the Battlefield never have Line of Sight to any other Model. Note that if a Model has Line of Sight to another Model, then that Model must have Line of Sight to the first Model, and that a Model is always considered to have Line of Sight to itself and is always considered to be in range of itself while it is on the Battlefield.

When determining if a Model has Line of Sight to a Unit, it only needs to have Line of Sight to one Model that is part of that Unit. This does not grant that Model Line of Sight to any other Models in the Unit that are otherwise hidden and does not affect how or to which Models wounds or Hits can be assigned.

BASE-TO-BASE CONTACT

When the base of a Model is in direct physical contact with the base of another Model, this is referred to as being in Base-to-Base contact (or sometimes simply as Base contact). This is considered to be a distance of 0" in situations where range is important, and Models that are in Base-to-Base contact are always considered to have Line of Sight to each other, regardless of Terrain or any other Rules. If a Model without a Base, such as a Model with the Vehicle Type, has its Hull in contact with the base of another Model or the Hull of another Model that does not have a Base, this is considered to be Base-to-Base contact, even though one or both Models may not have a Base.



ROLLING DICE

Most actions taken by a Player during an Age of Darkness Battle will involve rolling Dice to decide upon the success of that action. When the Rules refer to 'Dice' in the context of Battles in the Age of Darkness games, this indicates a six-sided Dice, with each side of the Dice displaying a different number from 1 to 6 (sometimes the Rules will refer to 'Scatter Dice', these are still six-sided dice, but with specific symbols instead of numbers – Rules for which are found on page 187). Sometimes a Player may have standard Dice where a single face replaces a single number (usually 1 or 6) with a decorative icon, in these cases that icon is read as the missing number and Players should make it plain to their opponent when they are using such Dice.

Dice In The Age Of Darkness



Dice



Scatter Dice



Dice with
Icon face

In all cases the Rules will indicate when and how many Dice are to be rolled, as well as which Player must roll those Dice. To roll the Dice, the indicated Player simply picks up the noted number of Dice and rolls them onto the Battlefield or other flat surface.

ROLLING MORE THAN ONE DICE

When instructed to roll more than one Dice as part of a single Roll, the Player that is rolling may choose to Roll all of the Dice at once or to Roll them one at a time – though it is recommended that when multiple Dice are Rolled for the same Test and requiring the same score, that they are rolled all at once for the sake of expediency.

The result of a Roll is determined by reading the uppermost face on the Dice after it has come to rest. Each individual action that requires a Roll will detail how many Dice are to be Rolled and how the results are to be interpreted. Sometimes a Rule may allow for one or more Dice to be Re-rolled, this means the Dice indicated may be Rolled again and the new result replaces the first result – no single Dice may ever be Re-rolled more than once.

COCKED AND LOST DICE

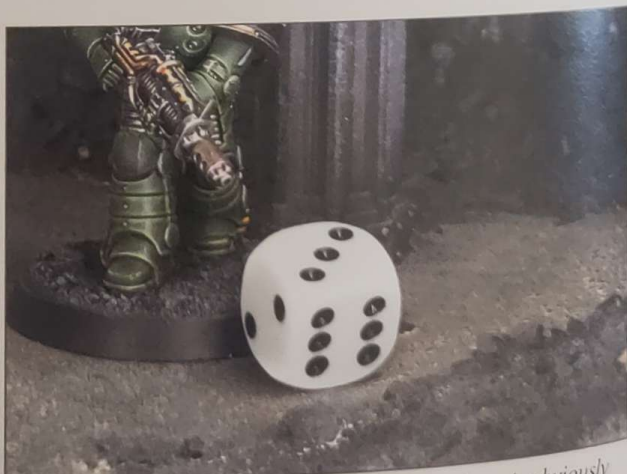
Sometimes, when Rolling a Dice, a Dice may come to rest in a position which makes it difficult to identify which face is uppermost. This is referred to as a Coked Dice. A Coked Dice should be rolled again if the Players cannot agree as to which face is uppermost (this roll does not limit the ability of the Dice to be Re-rolled if a Rule allows it).

At other times a Dice may be rolled with enough force that it falls off of the Battlefield or out of a Dice tray or other rolling area. As a standard rule, any Dice which fall outside of the agreed rolling area (which is considered to be within the bounds of the Battlefield or other pre-agreed area) must be rolled again to determine their result. As with Coked Dice, this roll does not limit the ability of the Dice to be Re-rolled if a Rule allows it.

Coked Dice Examples



The uppermost face on this Dice is not obvious and more than one face could be used to determine the result – it is classed as a Coked Dice and must be Re-rolled.



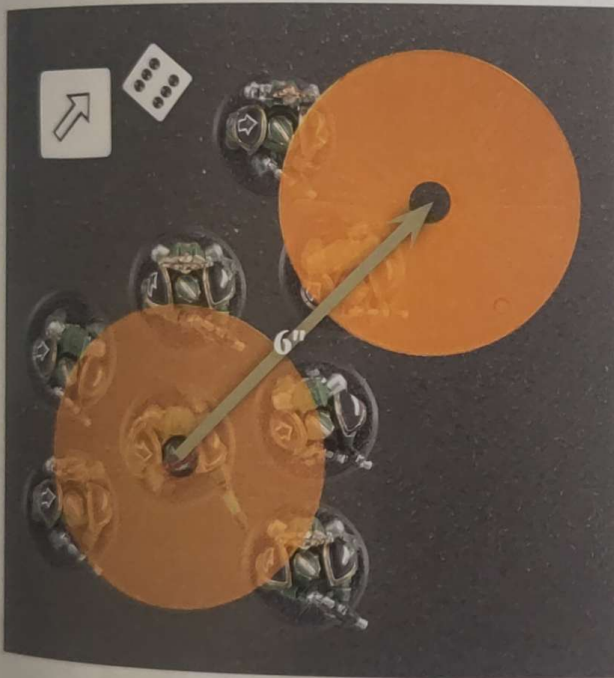
While this Dice is slightly askew, one of its faces is obviously uppermost and can be easily read. It is not a Coked Dice and should be used as is to determine the roll's result.

SCATTER DICE

Scatter Dice are a special case and use a number of unique Rules when rolled. These Dice are used for determining random directions when an attack is deviating from the original target point. Primarily this occurs as part of a Scatter Roll or an Indirect Scatter Roll.

Scatter Rolls

A Scatter roll is made by rolling a single Scatter Dice and a single standard Dice and requires a target point be designated (For attacks using the Blast (X) Special rule this will be the centre point of the Blast Marker). Once a Scatter Dice is rolled it must be left in the position it rests at and not moved, as the orientation of the Scatter Dice is important to interpreting its result. Once rolled the uppermost face of the Scatter Dice will either be showing an arrow or a 'HIT' icon. If it is showing an arrow then the direction in which the arrow points as the Dice lays is the 'Direction of Scatter', while if it shows the 'HIT' icon the Direction of Scatter is shown by a small arrow of chevron included as part of that dice face. The target point must then be moved a number of inches equal to the result of the standard Dice rolled in the Direction of Scatter decided by the Scatter Dice.



Indirect Scatter Rolls

An Indirect Scatter roll is made by rolling a single Scatter Dice and a single standard Dice and requires a target point be designated (For attacks using the Blast (X) Special rule this will be the centre point of the Blast Marker). Once a Scatter Dice is rolled it must be left in the position it rests at and not moved, as the orientation of the Scatter Dice is important to interpreting its result. Once rolled the uppermost face of the Scatter Dice will either be showing an arrow or a 'HIT' icon. If it is showing an arrow then the direction in which the arrow points as the Dice lays is the 'Direction of Scatter', and the target point must then be moved a number of inches equal to the result of the standard Dice rolled in the Direction of Scatter decided by the Scatter Dice. If the Scatter Dice shows the 'HIT' icon then there is no Direction of Scatter and the target point is not moved, the results of all other Dice rolled are ignored in this case.

Some Special Rules may require a Scatter Roll or Indirect Scatter Roll be made with a different number of standard Dice to determine the distance the target point is moved, or that the target point be moved a fixed distance. Such as the Barrage (X) Special Rule, which uses the value of X to determine how many dice are rolled to determine the distance the target point is moved. This will not change the manner in which the Direction of Scatter is determined, only the distance the target point is moved.

THE THREE-SIDED DICE

In some Rules Players may see references to a three-sided Dice, or D3, or otherwise be required to generate a number between 1 and 3. This does not require a special kind of Dice, instead Players simply roll a standard six-sided Dice and use the following table to determine its result:

DICE ROLL	RESULT
1-2	1
3-4	2
5-6	3

When modifying the roll of a Dice intended to represent a three-sided Dice in this fashion, apply the modifier to the result determined using the table above, not the Dice roll.

For example, if asked to apply a +1 modifier to the roll of a three-sided Dice, the Player would roll a six-sided Dice, this roll hypothetically resulting in a 4. The table indicates that a roll of a '4' would give a result of 2, the modifier would be applied to this result, not to the roll, giving a final modified result of 3 (2+1).

TESTS & CHECKS

There are two main types of roll that are made while resolving a Battle: Tests and Checks. While other types of roll do exist, they are only used for a single specific purpose, while Tests and Checks cover the vast majority of Dice rolling in a Battle.

Where a roll is considered a Test or a Check it will be noted in that roll's name. For example, a Panic Check is a type of Check, while a Hit Test is a type of Test. Rolls other than Tests or Checks will be fully described as part of those Rules that require their use.

TESTS

A Test is rolling a single Dice with a set Target Number.

In order to make a Test, the rolling Player rolls one or more Dice as directed by the situation and Rules in play and compares the result of each individual Dice to a fixed Target Number. Each Dice whose result is equal to or higher than the Target Number has passed the Test and is considered to have succeeded at the Test, while each Dice whose result is lower than the Target Number is considered to have failed the Test.

The Target Number for most Tests is usually determined by the Weapon Skill, Ballistic Skill or Strength Characteristics of a Model for which a Dice is rolled, the exact Target Number and the method by which it is determined will be explained by the Rule which calls for the Test. Likewise, a 'success' will have different meanings depending on the Rule which called for the Test – though in most cases will result in Hits or wounds on enemy Models as part of an attack (an attack is a specific type of Test used to determine if ranged strikes or close combat blows connect with or harm their targets, see the Shooting and Combat sections on pages 247 and 262 respectively). Often, if a Player succeeds at a Test then they will need to make one or more additional Tests to resolve the Rule or attack – most often resolved as a Hit Test, a Wound Test or a Saving Throw (Saving Throws are a type of Test described on page 198), all of which are types of Test defined later in these Rules.

CHARACTERISTIC TESTS

Some Rules will call for a Characteristic Test, referring to it by the name of the Characteristic to be Tested – Strength Test, Initiative Test, etc. These Tests follow a set procedure as noted here. Characteristic Tests and Characteristic Checks are very different and should not be confused in play.

A Characteristic Test uses a specific Characteristic as the Target Number of the Test, always the Characteristic named when the Test is called for. For example, a Strength Test uses a Model's Strength Characteristic as the Target Number of the Test. One Dice is rolled for each Model required to take the Characteristic Test and the result of that Dice roll compared to the Target Number to decide if it was successful.

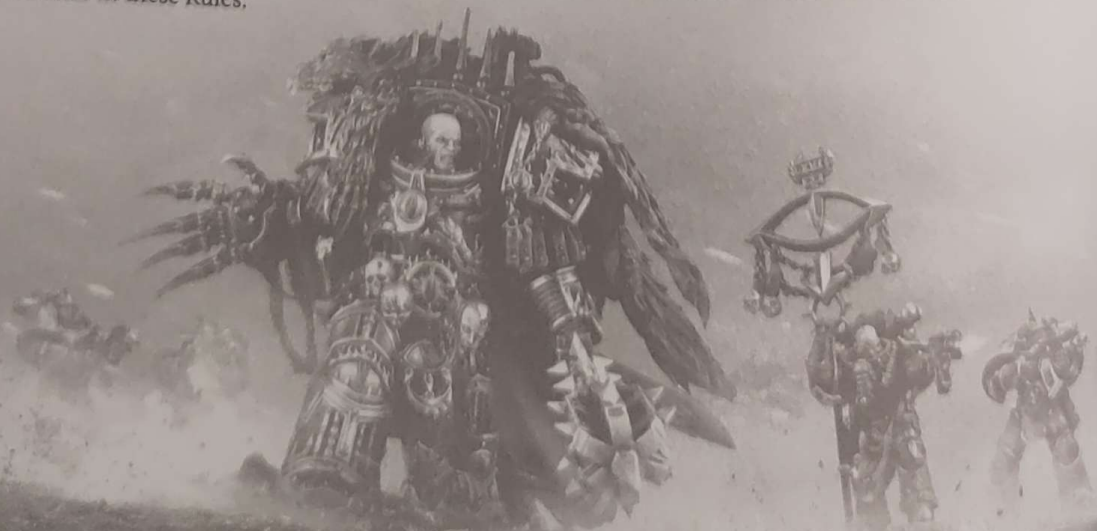
Unlike a regular Test, a Characteristic Test is successful if the result of the Dice roll is equal to or less than the Target Number and is failed if the result of the Dice roll is higher than the Target Number.

Note that Characteristic Tests cannot be made for the Leadership, Cool, Intelligence and Willpower Characteristics – these Characteristics use Characteristic Checks instead.

TESTS AND AUTOMATIC FAILURES

When making a Test other than a Characteristic Test, any Dice whose final 'natural' result (that is its result before any modifiers are applied, but after any Re-rolls have been taken) is a '1' is always a failure, regardless of the Target Number for the Test. For Characteristic Tests this is reversed and any Dice whose final natural result is a '6' is always a failure, regardless of the Target Number for the Characteristic Test.

Note that this Rule only applies to Tests and not to other types of rolls such as Checks.



Batch Rolling

Often, Tests will be made for a number of Models at the same time. It is perfectly permissible to make each Test individually, rolling one Dice at a time to determine its result. However, for large groups of Models it is often preferred to roll all of the Dice at once and then sort the rolled Dice into those that have failed and those that have succeeded – do note that Dice rolled as part of a Test must only be rolled as a batch when all of the Dice being rolled have the same Target Number and are being rolled for Models which all have the same Characteristic values and Weapons. Where groups of Models have different Characteristic values, Target Numbers or Weapons the Dice rolled for them should be rolled separately so it is easy to see which Dice relate to which Model.

For example, when making Shooting Attacks with a Unit of ten Legionaries including seven Models with BS 4 and bolters, two Models with BS 4 and a plasma gun and one Model with BS 5 and a plasma pistol the Dice would need to be rolled in three batches. This means that all successes can be easily tied to the Model/Weapon which inflicted them for any further Tests needed.

CHECKS

In order to make a Check, the rolling Player rolls two Dice and compares the total of the two results against a Target Number. If the combined result of the two rolled Dice is equal to or lower than the Target Number then the Check has been passed, but if the combined result of the two Dice is higher than the Target Number then the Check has been failed.

The Target Number for most Checks is determined by one of the Characteristics of the Model for which the Check is made (only Cool, Willpower, Intelligence or Leadership may be used for Characteristic Checks), unless stated otherwise the Target Number for a Check will be the value of the noted Characteristic, though some Rules may apply additional modifiers or use a fixed value instead of a Characteristic.

CHARACTERISTIC CHECKS

The most common type of Check is the Characteristic Check, often separately named for the Characteristic to be checked (e.g., Leadership Check, Intelligence Check, Cool Check or Willpower Check).

When a Characteristic Check is made for an individual Model, then the Target Number for the Check is always equal to the value of the Characteristic of the same name possessed by the Model. For example, the Target Number of a Willpower Check made for a Model with Willpower 7 would be 7.

When a Characteristic Check is made for a Unit rather than an individual Model, the Target Number for the Check is equal to the value of the Characteristic of the same name possessed by the Model with the lowest Characteristic of the same name in the Unit. For example, the Target Number of a Leadership Check made for a Unit that includes Models with Leadership Characteristics of 6, 8 and 10 would be 6 – the lowest of the available Characteristic values. Note that if the Unit includes a Model with the Sergeant or Command Sub-Types then that Model's Characteristic may always be used instead of any other Model's.

In most cases if a Check is passed then there is no further effect, while failure will often result in the Model for which the Check is made being affected by the Rule which called for the Check. Unlike Tests, Checks must be rolled one at a time and should not be rolled in batches in order to avoid confusion over which Dice refer to which Check.

THE RULE OF DOUBLES

When making a Check, any roll that results in a pair of natural '1's is considered an automatic success, regardless of the Target Number. Likewise, any roll that results in a pair of natural '6's is considered an automatic failure, regardless of the Target Number.

Note that a natural result is the result before any modifiers are applied to either individual Dice or the total, but after any Re-rolls or additional Dice have been removed. Furthermore, this Rule only applies to Checks and not to any other type of roll.



MODIFIERS FOR TESTS AND CHECKS

Just as with Characteristics, rolls and their results can be modified by various Game and Special Rules, temporarily altering the number of Dice rolled, the results of individual Dice or the result of the roll when totalled. In all cases a Rule will specifically instruct Players on both when to apply a modifier to a roll and what form that modifier will take, but a number of specific Rules are used when applying modifiers to rolls in different ways.

NATURAL AND FINAL RESULTS

Note that in many places these Rules will refer to the natural result of a roll, this indicates the result of a roll before any modifiers are applied, but after any Re-rolls are taken. The modified, or final, result of a roll is the result after all modifiers have been applied and Re-rolls taken.

Modifying Individual Dice

The most common modifiers will add or subtract a fixed number from the result of each individual Dice rolled. Such modifiers will either reference the specific Type of roll to which they apply or state the value of the modifier to be applied, for example:

'+1 to all Hit Tests made as part of this attack' or '+1 to all Dice rolled as part of this action.'

In this case both modifiers instruct the Player to add one to the value of each individual Dice that is rolled and note the duration of the modifier. Some modifiers may also call for the result of a Dice to be divided or multiplied, and these will also specify the type of roll to which they apply, though it is rare for these modifiers to be applied to Test or Check results and more common for simple rolls. In all cases the modifier will also indicate how the result should be divided or multiplied, for example:

'Halve (divide by 2) the result of the Dice rolled to determine how much Damage is inflicted by this attack' or 'Double (multiply by 2) the result of the Dice rolled to determine how much Damage is inflicted by this attack.'

In this case both modifiers instruct the Player to divide or multiply the result of a single Dice rolled to determine a number and note the duration of the modifier.

The value of a modifier of this type is applied directly to the result of a Dice. As such, a Dice rolled that results in a '4' on its uppermost face to which a +1 modifier is applied would have its result changed to '5'. Modifiers of this type cannot modify the result of a Dice to a value greater than '6' or less than '1', where a modifier would do so it simply changes the result to '1' or '6' as appropriate. Where multiple modifiers are applied to the result of a Dice at the same time, modifiers that add to the Dice's result are applied first, followed by any that reduce it. Furthermore, if the roll could potentially trigger a variable Special Rule (see page 325), then only the natural result of the roll is considered for that purpose and the modified result may not be used to trigger such Rules.

Modifying Roll Totals

Some Rules may require that the total result of a roll, such as a Check, be modified, usually by adding or subtracting a fixed value from the total to determine the Final Total. Such modifiers will either reference the specific type of roll to which they apply or state the value of the modifier to be applied, for example:

'-2 to Leadership Checks made in this Battle Turn' or '-2 to the total of this roll only.'

In this case both modifiers instruct the Player to subtract two from the total result of all Dice combined after it has been totalled and notes when and where the modifier applies.

The value of a modifier of this type is not applied to any individual Dice, but to the total result of all Dice rolled after it has been totalled. As such, if two Dice are rolled for a Check and result in a '2' and a '4' and a -2 modifier is to be applied to the roll total, then first the Dice would be totalled to '6' and then the modifier would be applied, making the Final Total of the roll '4'. Modifiers of this type cannot change the Final Total of a roll to less than 0, and any modifiers that would do so simply reduce the Final Total to 0 instead. Where multiple modifiers are applied to the total of a roll at the same time, modifiers that add to or subtract from the total result of the roll are applied first, then any modifiers that multiply the total result and modifiers that divide the total result are applied last.

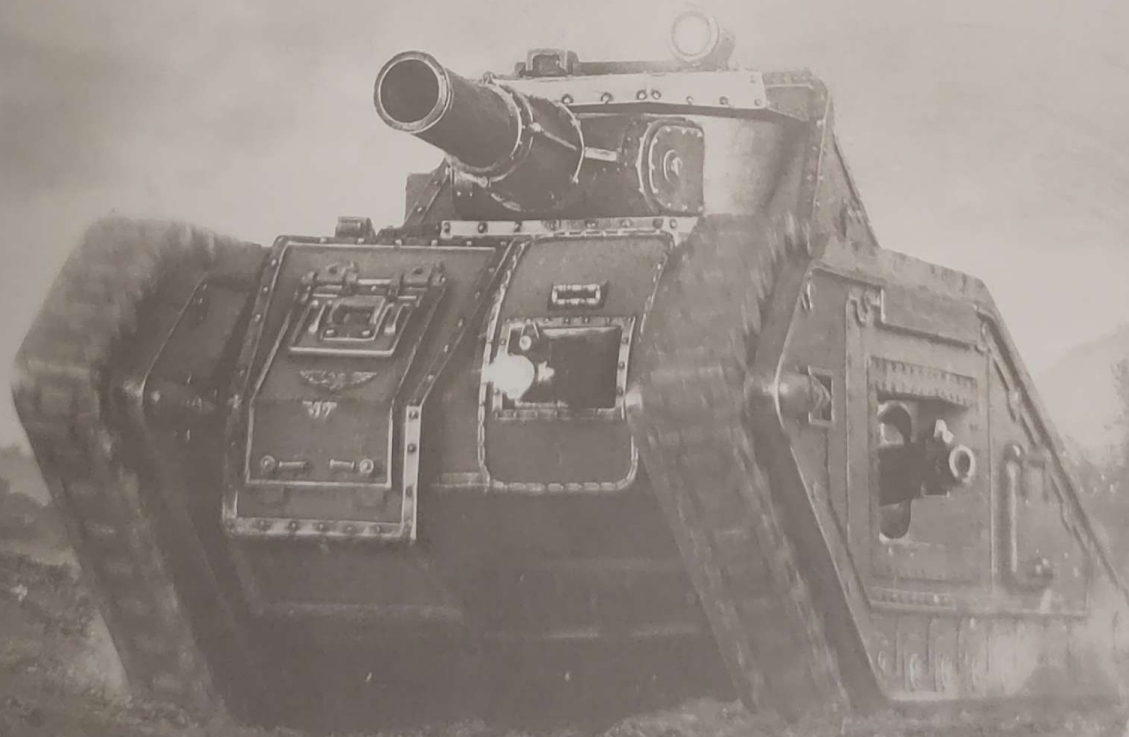
Modifying the Number of Dice Rolled

Some modifiers do not change the result of Dice or roll totals, but instead change the number of Dice rolled. This has different effects for Tests and Checks, but such modifiers will reference the specific type of roll to which they apply and state the number of Dice added or removed from the roll, for example:

'Make three additional Hit Tests as part of this attack' or 'When making any Leadership Checks in this Phase, roll an additional Dice as part of that Check.'

Both of these modifiers add additional Dice to rolls, though both are of different types, with the modifier specifying the type of roll and duration of the modifier.

When modifying a Test, any Dice added are simply rolled as normal and their results noted in the same manner as other Dice rolled as part of that Test. Similarly, if a modifier to the number of Dice rolled as part of a Test is negative, then simply roll that many fewer Dice - but note that such a modifier cannot reduce the number of Dice rolled below one, and any modifiers that would do so simply reduce the number of Dice rolled to one instead. When modifying a Check any additional Dice are added to the roll and rolled as normal, but before determining the total of the roll Dice must be discarded until only two remain - these two are used to determine the Final Total of the roll. The Player that rolled may choose which Dice to discard. No modifier may remove Dice from a Check, a minimum of two Dice are always rolled.

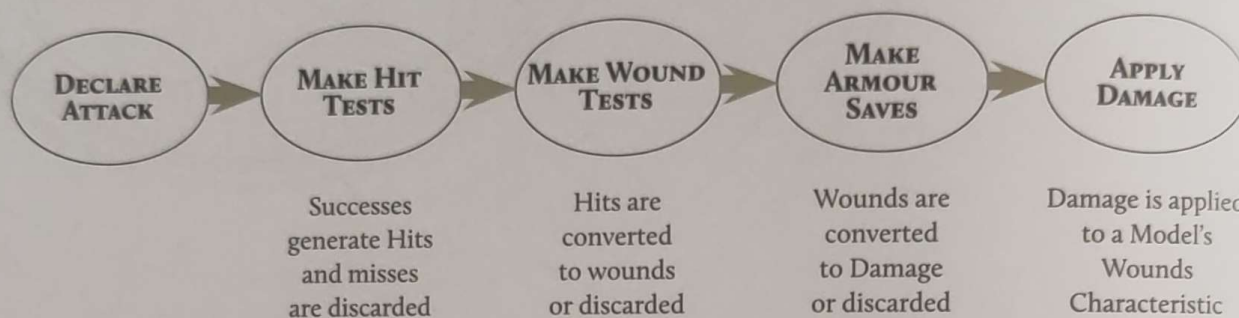


ATTACKS

The main means of resolving a Battle is by making attacks. An attack is a type of Test commonly referred to as a Hit Test and used to inflict Hits upon enemy Models, with the intent of forcing the opponent to remove them from the Battle as Casualties. Most attacks are made during the Shooting and Assault Phases, but on some occasions certain Rules may call for attacks to be made in other Phases of the Turn. Likewise, it is normally the Active Player that makes attacks, but in certain circumstances the Reactive Player may be called upon to make attacks.

THE LOGIC OF COMBAT

The process by which attacks are made, resolved and result in Models being Removed as Casualties is, on the surface, very simple. However, the use of certain Special Rules or attacks by some Units can lead to complexities that make the process less straightforward. To aid comprehension of the process and its intent, it is presented here as a simplified flowchart:



Each of the circles shown on the flowchart is a point at which Special Rules and other game effects can change the nature of the process. For example, the Breaching (X) Special Rule can change the nature of a Hit at the point of making a Wound Test, changing the values associated with it, but has no effect at any other point in the process and later effects or Rules could undo the changes it has made.

Note that throughout these Rules 'attacks' with a lowercase 'a' is used when referring to rolling Dice to Hit opponents, while 'Attacks' with a capital 'A' is used only when referring to the Attacks Characteristic.

Hits

A 'Hit' is the term used to refer to the result of a successful Hit Test before it is allocated, converted into a wound or discarded. The following should be noted when dealing with Hits during play:

- A Hit imposes no penalty or benefit onto a Model or Unit to which it is allocated.
- Whilst under the effect of a Hit a Model or Unit is not restricted in any manner outside of the normal Rules of play.
- A Hit has a Strength value equal to that of the Strength Characteristic of the Weapon that inflicted it or as defined by the Rule that applied it.
- A Hit has an AP value equal to that of the AP Characteristic of the Weapon that inflicted it or as defined by the Rule that applied it.
- A Hit has a Damage value equal to that of the Damage Characteristic of the Weapon that inflicted it or as defined by the Rule that applied it.
- Certain Special Rules applied to Weapons or other attacks may apply to a Hit inflicted by that Weapon – such Special Rules will state this and explain how and when to apply their effects to Hits.
- The Strength, Damage and AP of a Hit may be modified after it has been inflicted in the same manner as other Characteristics.

When attacks are made against a Unit that will inflict Hits with differing Strength, AP or Damage values, those Hits must be sorted into separate groups to make resolving them easier.

HIT TESTS

When making attacks there are two main types of Hit Test: Ranged Hit Tests and Melee Hit Tests. Both are used to inflict Hits upon an enemy Model by means of a Test, but are resolved with slightly different procedures.

Ranged Hit Tests

Ranged Hit Tests include all Hit Tests made outside of Combat or at a distance further than Base-to-Base Contact. Ranged Hit Tests are normally part of a Shooting Attack, which is described on page 247, which details how to select targets. The Rules in this section are focussed only on the process of rolling Hit Tests.

When making a Ranged Hit Test for any Model, roll a number of Dice equal to the Firepower Characteristic of any one Weapon that the Model has (or when instructed roll all of the Dice for attacks made using the same Ballistic Skill and for identical Weapons – a grouping known as a Fire Group – see the Rules for the Shooting Phase for more details). These Dice are rolled as a Test, using the Ranged Hit Test Table and the attacking Model's Ballistic Skill to determine the Target number for the Test.

RANGED HIT TEST TABLE

The following table is used to determine the Target Number for Ranged Hit Tests:

BS	10+	9	8	7	6	5	4	3	2	1
Target Number	A	C3+	C4+	C5+	C6+	2+	3+	4+	5+	6+
*Snap Shots	2+	3+	3+	4+	4+	5+	5+	6+	6+	F

**Some Rules may require Ranged Hit Tests to be made as Snap Shots, such Hit Tests use this row to determine their Target Number.*

Where a number is shown, that is the Target Number of the Ranged Hit Test. For other entries, use the following Rules to resolve the Hit Test:

F (Fail) – If the table shows an 'F' then no Dice are rolled and the Test automatically fails to Hit, applying any effects a miss would normally apply to the attacking Model. For Weapons with the Rending (X) Special Rule, a result of F does not trigger the Rending (X) Special Rule.

A (Automatic) – If the table shows an 'A' then no Dice are rolled and the Test automatically succeeds as if the Dice's natural result had been a '6', applying all effects that such a result would normally apply. In addition, such an attack also applies all of the effects of a Critical Hit (see the Critical Hit (X) Special Rule).

CX+ (Critical Hit) – If the table shows a 'CX+', then the Target Number of the Ranged Hit Test is 2+, but if the roll results in a value equal to or greater than the value of 'X' then the Hit gains the effects of the Critical Hit (X) Special Rule.

As with other Tests, any Dice whose result equals or exceeds the Target Number has succeeded and inflicts a Hit on the Target Unit.

MELEE HIT TESTS

Melee Hit Tests include all Hit Tests made for Models that are Locked in Combat or otherwise in Base-to-Base Contact with the Target. Melee Hit Tests are normally part of the Fight Sub-Phase of the Assault Phase, which is described on page 262. The Rules in this section are focussed only on the process of rolling Melee Hit Tests.

When making a Melee Hit Test for any Model, roll a number of Dice equal to the Attacks Characteristic of the attacking Model (or when instructed roll all of the Dice for attacks made using the same Weapon Skill and for identical Weapons – a grouping known as a Strike Group – see the Rules for the Assault Phase for more details). These Dice are rolled as a Test, using the Melee Hit Table to compare the attacking Model's Weapon Skill to the Target Model's Weapon Skill to determine the Target number for the Test.

As with other Tests, any Dice whose result equals or exceeds the Target Number has succeeded and inflicts a Hit on the Target Model.

	Defender's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10+
Attacker's Weapon Skill	1	4+	6+	6+	6+	6+	6+	6+	6+	6+
	2	2+	4+	5+	6+	6+	6+	6+	6+	6+
	3	2+	3+	4+	5+	5+	6+	6+	6+	6+
	4	2+	2+	3+	4+	5+	5+	5+	6+	6+
	5	2+	2+	3+	3+	4+	5+	5+	5+	6+
	6	2+	2+	2+	3+	3+	4+	5+	5+	5+
	7	2+	2+	2+	3+	3+	3+	4+	5+	5+
	8	2+	2+	2+	2+	3+	3+	3+	4+	5+
	9	2+	2+	2+	2+	3+	3+	3+	4+	5+
	10+	2+	2+	2+	2+	2+	3+	3+	3+	4+

WOUNDS

Hits inflicted on Models that do not have the Vehicle Type have a chance of being converted to wounds. Whenever a Rule inflicts one or more Hits upon a Unit or otherwise requires a Unit to take a Hit, the following Rules are used to resolve if that Hit is converted to one or more wounds.

Note that these Rules only apply where a Hit is inflicted, wherever a Rule states that a Unit suffers one or more wounds then these Rules are not used and that Unit suffers a wound without having first been inflicted with a Hit or making a Wound Test.

WOUNDS

A 'wound' is the term used to refer to the result of a successful Wound Test before any Saving Throws or Damage Mitigation Tests are made to discard it or it is converted into Damage. Whilst it is similarly named, a 'wound' inflicted as part of an attack is separate and not linked to a Model's Wounds Characteristic. The following should be noted when dealing with wounds during play:

- A wound imposes no penalty or benefit onto a Model to which it is allocated and whilst under the effect of a wound a Model is not restricted in any manner outside of the normal Rules of play.
- A wound has a Strength value equal to that of the Hit from which it was derived or as defined by the Rule that applied it.
- A wound has an AP value equal to that of the Hit from which it was derived or as defined by the Rule that applied it.
- A wound has a Damage value equal to that of the Hit from which it was derived or as defined by the Rule that applied it.
- Certain Special Rules applied to a Hit may apply to a wound derived from it – such Special Rules will state this and explain how and when to apply their effects to a wound.
- The Strength, Damage and AP of a wound may be modified after it has been inflicted in the same manner as other Characteristics.

When Hits are resolved and inflict wounds on a Unit that have differing Strength, AP or Damage values then those wounds must be sorted into separate groups to make resolving them easier.

Models with the Vehicle Type do not have a Toughness or Wounds Characteristic and cannot be assigned or allocated wounds and any Special Rule that would otherwise inflict wounds has no effect on such a Model. If for any reason a Model with the Vehicle Type gains a wound then that wound is immediately discarded and has no effect, nor can it trigger any other Rules effects. Models with the Vehicle Type that suffer Hits resolve them using the Vehicle Damage Procedure as detailed on page 220. The Vehicle Damage Procedure can result in the creation of Penetrating Hits, Penetrating Hits operate in exactly the same manner as wounds – except that they must be allocated to Models with the Vehicle Type and cannot be allocated to Models that do not have the Vehicle Type.

WOUND TESTS

Once a Unit has one or more Hits inflicted on it, whether a Rule has dictated their application or they have been inflicted as part of a Shooting Attack or Combat, a Wound Test must be made to resolve those Hits. The Rules presented here cover only the process of making Wound Tests and resolving their effects; Rules regarding inflicting Hits as part of a Shooting Attack or Combat are found on pages 194 and 195 respectively.

A Wound Test must be made for each Hit inflicted on a Unit, but Wound Tests for Hits with different Strengths, AP values or Special Rules must be rolled separately so that all Players know which Hit is being resolved by a given Wound Test. The order in which differing Wound Tests are made is decided by the Player making the attacks (see the Rules for Shooting Attacks on page 247 and the Fight Sub-Phase on page 262).

To make a Wound Test, roll a number of Dice equal to the number of Hits with the same Strength, AP, Damage and Special Rules that have been inflicted on the Model being rolled for. These Dice are rolled as a Test, using the Wound Table shown here to compare the Hit's Strength and the Model's Toughness to determine a Target Number for the Test.

	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10+
Hit's Strength	1	4+	5+	6+	6+	-	-	-	-	-
	2	3+	4+	5+	6+	6+	-	-	-	-
	3	2+	3+	4+	5+	6+	6+	-	-	-
	4	2+	2+	3+	4+	5+	6+	6+	-	-
	5	2+	2+	2+	3+	4+	5+	6+	6+	-
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+
	10+	2+	2+	2+	2+	2+	2+	2+	2+	3+

As with other Tests, any Dice whose result equals or exceeds the Target Number has succeeded and inflicts a wound on the Target Unit. Wounds with different Strength, AP or Damage values should be resolved separately in order to streamline the Wound Test process.



SAVING THROWS

Wounds inflicted on a Model will cause Damage, reducing the Model's Wounds Characteristic and possibly removing it from play as a Casualty. However, before any Damage is inflicted, wounds can be negated by means of Saving Throws. A Model may have one Saving Throw made for each wound inflicted on it, with a successful Saving Throw causing that wound to be discarded – however, only one Saving Throw may be made for any given wound that has been inflicted on a Model, regardless of how many Saving Throws a Model may have.

If a Model has any Saving Throws available they will be listed either on that Model's profile as Characteristics or detailed by any Special Rules that apply to the Model. A Saving Throw will normally be listed as a numerical value followed by a '+' symbol, for example, an Armour Save of '4+'. The value listed as part of any Saving Throw is the Target Number for the associated Test. The various types of Saving Throw available are in this section, indicating when they may be made and any additional Rules that apply to that type of Saving Throw.

ARMOUR TESTS

Armour Saves are listed as a Characteristic on each Model's Profile.

Once a Model has one or more wounds, the Controlling Player may make an Armour Test for that Model if possible. An Armour Test that is successful will cause the wound for which it is made to be discarded. A Model may not have an Armour Test made for it if:

- The Model has an Armour Save Characteristic of '-'.
- The AP value of the wound for which the Armour Test is being made is equal to or lower than the Model's Armour Save Characteristic.
- A Special Rule or other effect attached to the wound specifies that it ignores Armour Tests or that no Armour Test may be made.
- An Armour Test may not be made to discard a Penetrating Hit.

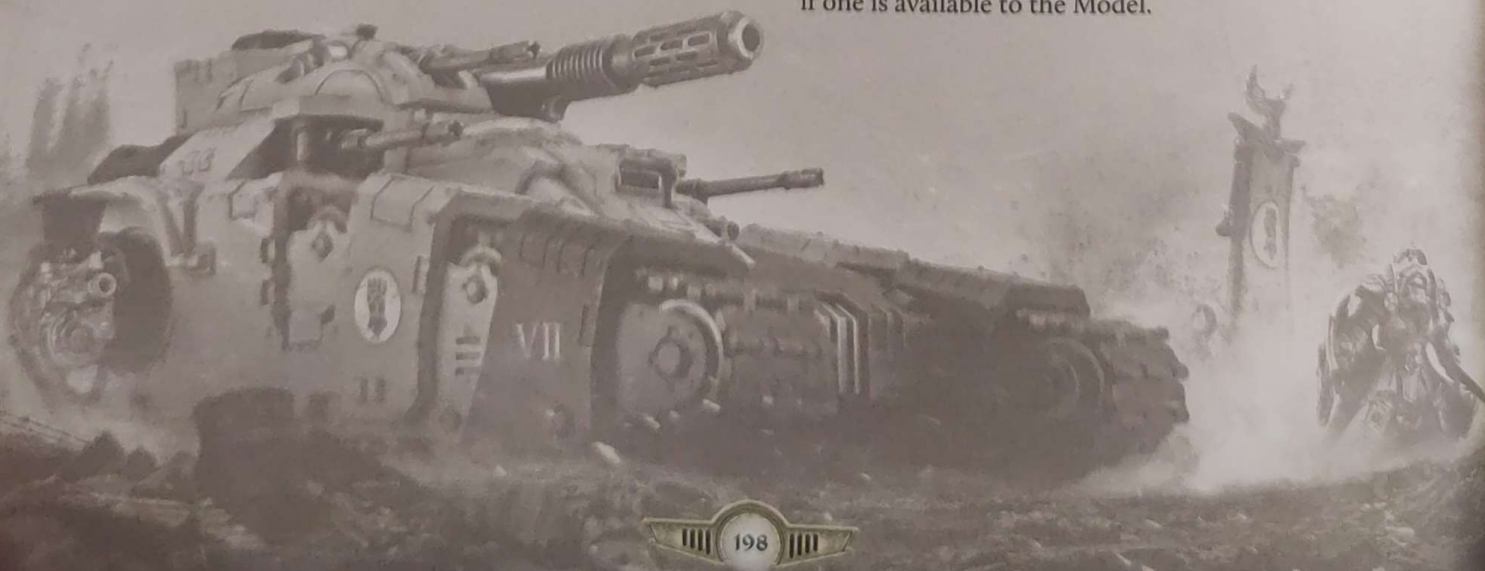
One Armour Test may be made for each wound inflicted on a Model, but Armour Tests for wounds with different Strengths, AP, Damage values or Special Rules must be rolled separately so that all Players know which wound is being affected by a given Armour Test. To make an Armour Test, roll a number of Dice equal to the number of wounds with the same Strength, AP and Special Rules that have been inflicted on the Model being rolled for. These Dice are rolled as a Test, with the Model's Armour Save Characteristic as the Target Number. As with other Tests, any Dice whose result equals or exceeds the Target Number has succeeded. A success causes the wound for which the Test was made to be discarded with no further effect, while a failure means the wound remains and must be converted into Damage. A Player may choose not to make an Armour Test even if one is available, usually with the intent of taking a superior Cover or Invulnerable Saving Throw.

COVER TESTS

Cover Saves are granted by Terrain and Special Rules and are not listed as a Characteristic on a Model's Profile.

If a Model cannot have an Armour Save made for it, or the Controlling Player chooses not to make an Armour Test, but has access to a Cover Save then that Saving Throw may be made instead of an Armour Test or an Invulnerable Test. A Cover Test is resolved in exactly the same manner as an Armour Test. Cover Tests are normally provided by certain types of Battlefield Terrain (see page 235), but may also be granted by certain Special Rules. Note that Cover Tests are not affected by the AP value of a wound, however a Model may not have a Cover Test made for it if:

- A Special Rule or other effect attached to the wound specifies that it ignores Cover Saves or that no Cover Test may be made.
- The attack is being made as part of a Combat during the Fight Sub-Phase, or a Challenge in the Challenge Sub-Phase.
- A Cover Test may be taken to discard a Penetrating Hit, if one is available to the Model.



INVULNERABLE TESTS

Invulnerable Saves are listed as a Characteristic on each Model's Profile, and can also be applied by Special Rules or Wargear.

If a Model cannot have an Armour Test or Cover Test made for it, or the Controlling Player chooses not to make an Armour Test or a Cover Test, but has access to an Invulnerable Save then that Saving Throw may be made instead of an Armour Test or a Cover Test. An Invulnerable Test is resolved in exactly the same manner as an Armour Test. Note that Invulnerable Tests are not affected by the AP value of a wound, however a Model may not have a Invulnerable Test made for it if:

- A Special Rule or other effect attached to the wound specifies that it ignores Invulnerable Tests or that no Invulnerable Test may be made.
- An Invulnerable Test may be taken to discard a Penetrating Hit if one is available to the Model.

No more than one Saving Throw of any kind may be made for a given wound or Penetrating Hit. If more than one type of Saving Throw is available then the Controlling Player must select one Saving Throw to make, and may not make any other Saving Throws for that wound or Penetrating Hit – if multiple wounds of the same value or Penetrating Hits are to be resolved then the same type of Saving Throw does not have to be used to resolve them, but this may prove easier and quicker in practice.

DAMAGE MITIGATION TESTS

Damage Mitigation Tests are similar to Saving Throws, and follow all the same Rules for making them – except that a Model may have one Saving Throw and one Damage Mitigation Test made for each wound inflicted on it. Damage Mitigation Tests are only ever granted to a Model by Special Rules and do not appear as a Characteristic, the Special Rule that grants a Model a Damage Mitigation Test will indicate the Target Number for that Test and will state under what circumstances it may be taken.

RESOLVING DAMAGE

Once all possible Saving Throws have been made, any remaining wounds are considered unsaved wounds. Unsaved wounds reduce the Wounds Characteristic of the Model to which they were allocated by a value equal to the Damage value of the unsaved wound. If that would reduce the Wounds Characteristic to 0 then the Model must be Removed as a Casualty and any remaining damage is lost – it cannot be applied to any other Model in the same Unit.

REMOVING MODELS AS CASUALTIES

A Model whose Wounds Characteristic is reduced to 0 or less must be Removed as a Casualty by that Model's Controlling Player. The removal of Models from a Unit may trigger Tactical Status Checks, see the Tactical Statuses Rules on pages 201-203.

REMOVED AS A CASUALTY

A Model Removed as a Casualty is directly removed from the Battlefield, without disturbing the position of any other Model or Terrain Piece. Once removed from the Battlefield it should be placed in a location distinct from Models in Reserves and outside the bounds of the Battlefield. Once Removed as a Casualty a Model may not be returned to the Battlefield and all Rules or effects targeting or originating with that Model end immediately and have no further effect. No Rule or effect may draw Line of Sight or Range to a Model that has been Removed as a Casualty for any reason. If a Model with the Transport Sub-Type is Removed as a Casualty while Models are Embarked upon it, then before the Model with the Transport Sub-Type is removed all Models Embarked upon it must immediately make an Emergency Disembarkation (see page 232).

A number of Rules, including Tactical Statuses and Victory Conditions are triggered by the removal of Models as Casualties, and as such all Players should be made aware of any Models that are Removed as Casualties. Furthermore, any Player may request to see which Models have been Removed as Casualties by any Player at any point during the Battle.



ADVANCED PRINCIPLES

*"Any fool can swing a blade or pull a trigger, and so even the lowliest warrior can end a life.
A general wields far greater weapons, from the fickle scales of morale to the very substance of the battlefield itself.
With such weapons, a single warrior can decide the fate of a galaxy."*

Attr. Lord Guilliman, Master of the Ultramarines

This section contains all the Rules for resolving more complex situations on the Battlefield, such as Tactical Statuses, Psychic Powers, Reactions, Vehicles and Terrain.

The advanced principles of the Age of Darkness Rules, such as how to represent Tactical Statuses and Reactions, or the Rules for more complex Models like vehicles, are presented in this section. These Rules may not be used in every Battle, or by every Player, but being familiar with them will allow Players to understand how they can be used both to aid them or to hinder them on the Battlefield.

Designer's Note

These advanced Rules are presented separately from the other sections of this rulebook both to aid in reference and to allow Players to tailor their games to suit their available time, collections and familiarity with the Rules. This said, this rulebook and the Mission Packs presented as part of it, assume that all of the advanced Rules are in use for a 'standard' game.

However, it is perfectly acceptable for Players to choose not to use the advanced Rules, especially if they are new to the Age of Darkness Rules or have limited time available. Should Players wish not to use all of the advanced Rules then it should be agreed by all Players before the game, and which Rules are and are not in use should be made clear to all those involved.

TACTICAL STATUSES

Tactical Statuses represent the morale of troops on the Battlefield, and can be key to controlling the enemy's options during a Battle.

In the chaos and confusion of battle, troops can easily become demoralised, disoriented or simply terrified by the violence unleashed against them. To represent these effects during an Age of Darkness Battle, various Statuses can be imposed on the Models that make up a Unit, each representing a different brand of Battlefield confusion.

A Status is a Rule that does not inflict wounds or Hits upon a Model or Unit, and whose effects last until a Check is passed to remove the Status. A Status affects all Models in a Unit, and if one Model in a Unit gains a Status so do all other Models in the same Unit. A Status will always be identified as a Status by the Rules that establish and describe it, a Rule that does not explicitly state it is a Status is not a Status. A Model may be affected by multiple Statuses at the same time – except for the Routed Status. If any Models in a Unit gain the Routed Status then all Models in the Unit immediately lose all other Statuses and their effects end.

Each separate Status has its own Rules for how and when it can be inflicted upon Models in a Unit, but share a number of other common Rules and effects. All Statuses remain in effect until the Controlling Player makes a successful Check to remove the Status. In the Statuses Sub-Phase of the End Phase, the Active Player may select each Unit under their control that includes any Models with one or more Statuses, and then makes a Check for each Status that the Unit is under the effect of. This is a Cool Check for each Status other than Routed, and a Leadership Check for the Routed Status. If that Check is failed then the Status being rolled for remains in play for another Battle Turn. If the Check is passed then the Status being rolled for is removed from all Models in the Unit.

Models with the Vehicle Type that do not have a Cool or Leadership Characteristic do not make a check to remove Statuses, but can instead make a Repair Test in the Statuses Sub-Phase. One Repair Test can be made by the Active Player for each Model with the Vehicle Type under their control that has one or more Statuses. A Repair Test is made with a single Dice and a Target Number of '6', with each successful Repair Test allowing the Controlling Player to remove one Status from the

Model for which the Repair Test was made.

The following effects are applied to all Models that are affected by any Status, in addition to the specific effects of that Status:

- A Unit that includes any Models affected by any Status that makes a Charge always counts that Charge as Disordered.
- A Unit that includes any Models with any Status that is Locked in Combat makes attacks as normal, but all Models in the Unit must set their Combat Initiative to 1, regardless of the Models' Initiative Characteristics, Weapons or any other modifiers.
- A Unit that includes any Models affected by any Status cannot hold, claim or contest an Objective.
- A Unit affected by any Tactical Status may never gain any benefit from being Stationary, even if the Models in that Unit do not or are unable to move.
- Models with the Vehicle Type can be affected by all Statuses except Routed. As such Models do not have a Cool Characteristic, they cannot fail a Cool Check and Statuses can only be applied to them by specific Rules or the result of a roll on the Vehicle Damage Table. Once a Model with the Vehicle Type has gained a Status, it can only be removed by a Model with the Battlesmith (X) Special Rule (see page 326) or through Repair Tests.
- A Unit that includes any Models with a given Status that would gain that same Status again suffer no additional effect – the Status remains and is neither enhanced nor removed from the Models in that Unit.





PINNED

The Pinned Status reflects a Unit that has been forced to take cover in the face of overwhelming firepower or the sudden crack of a sniper's rifle.

The Pinned Status is primarily inflicted as part of the effects of the Pinning (X) Special Rule, but may also be applied by specific Special Rules.

The following Rules apply to any Unit that includes one or more Models that have the Pinned Status:

- The Controlling Player of a Unit that includes any Models that are Pinned may not choose to have that Unit move, Rush or Charge in any Phase and any effect that would force them to move or Charge has no effect.
- A Unit that includes any Models with the Pinned Status that is Locked in Combat makes any Pile-in Moves as normal, but may not choose to Pursue or Disengage during the Resolution Sub-Phase.



SUPPRESSED

The Suppressed Status reflects a Unit that is distracted and confused by heavy enemy fire, environmental effects or psychological warfare.

The Suppressed Status is primarily inflicted as part of the effects of the Suppressive (X) Special Rule, but may also be applied by specific Special Rules.

The following Rules apply to any Unit that includes one or more Models that have the Suppressed Status:

- The Controlling Player of a Unit that includes any Models that are Suppressed must make all attacks in any Shooting Attacks declared for that Unit as Snap Shots.



STUNNED

The Stunned Status reflects a Unit rendered insensible or stopped in its tracks by the sheer force of an impact, explosion or other battlefield event.

The Stunned Status is primarily inflicted as part of the effects of the Stun (X) Special Rule, but may also be applied by specific Special Rules.

The following Rules apply to any Unit that includes one or more Models that have the Stunned Status:

- The Controlling Player of a Unit that includes any Models that are Stunned may not declare any Reactions for that Unit.



ROUTED

The Routed Status reflects a Unit that has suffered such a catastrophic reversal that it must fall back from the front line in order to regroup and recover.

The Routed Status can be inflicted by any of the following:

- As part of the effects of the Panic (X) Special Rule.
- If a Unit has had 25% or more of the Models that were part of that Unit at the start of a Shooting Attack Removed as Casualties due to that Shooting Attack, then the Controlling Player must pass a Leadership Check for that Unit or it gains the Routed Status (see the Rules for Panic in the Morale Sub-Phase on page 251).
- The Controlling Player of a Unit that loses Combat must take a Leadership Check for that Unit in the Resolution Sub-Phase (see page 272 for more details) and if the Check is failed then the Unit gains the Routed Status.
- Other Rules may also apply the Routed Status, these Rules will specify how and when this occurs.

The following Rules apply to any Unit that includes one or more Models that have the Routed Status:

- The Controlling Player of a Unit that includes any Models that are Routed must make all Shooting Attacks for that Unit as Snap Shots.
- The Controlling Player of a Unit that includes any Models that are Routed may not declare any Reactions for that Unit.
- A Unit with the Routed Status may not move in the Move Sub-Phase of the Movement Phase – any effect that would force them to move or Rush in the Movement Phase has no effect.
- In the Rout Sub-Phase of the Movement Phase, a Unit that includes any Models with the Routed Status must Fall Back.

- Any Models that have the Routed Status and move into contact with any point on the Battlefield Edge that is within the Controlling Player's Deployment Zone stop moving, and any Models that have the Routed Status and begin the Rout Sub-Phase in contact with any point on the Battlefield Edge that is within the Controlling Player's Deployment Zone remain Stationary.
- If a Unit that includes one or more Models with the Routed Status enters contact with an edge of the Battlefield within the Controlling Player's Deployment Zone as part of a Fall Back Move, a Leadership Check must be made for that Unit once all Models in the Unit have completed their moves. If that Leadership Check is failed, then all Models in the Unit are immediately removed from play as Casualties. However, if that Leadership Check is passed then the Unit remains in play and all Models in the Unit lose the Routed Status, but gain the Suppressed Status.
- In the Assault Phase Charges may not be declared for a Unit that includes any Models with the Routed Status and any Rule or effect that would otherwise force such a Unit to make a Charge has no effect.
- A Unit that includes any Models with the Routed Status in the Resolution Sub-Phase of the Assault Phase must always Fall Back at the end of that Sub-Phase.

Designer's Note

Astute readers will have noted that a Unit under the Reactive Player's control that loses Combat and gains the Routed Status will be forced to Fall Back from that Combat and will then have to Fall Back a second time in the Controlling Player's following Movement Phase. This is entirely intentional, and is intended to avoid Units 'ping-ponging' in and out of Combat. Players whose Units have been Routed will benefit from the fact that they must halt at the Battlefield Edge, stopping them running to their doom, and the fact that being attacked while Routed does not result in the immediate removal of the Routed Unit, nor stop them from shooting. Furthermore, the various Liber books will present additional options and Wargear that will allow Players the opportunity to mitigate or remove Statuses outside of the Statuses Sub-Phase.

REACTIONS

Reactions allow the Reactive Player to take limited actions during the Active Player's Turn.

REACTIONS TERMINOLOGY

Throughout these Rules the term 'Reactions' is used to indicate Reactions of all kinds, including Core Reactions, Advanced Reactions, Psychic Reactions and any other type of Reaction introduced by other Age of Darkness publications. When a Rule affects only one type of Reaction, it will note that specific category of Reactions. For example, if a Rule states 'Units may not use Reactions', this means all Reactions of any type. If a Rule states 'Units may not use Advanced Reactions', it means only Advanced Reactions and not any other type of Reaction.

To represent the fast-paced nature of war during the Horus Heresy, the Age of Darkness Rules use Reactions. These are actions that a Player may make during the Opposing Player's Turns in an attempt to thwart their onslaught and turn the Battle in their favour. Each Turn grants only a limited number of Reactions, which must be used wisely to secure victory.

Reactions may only be used by the Reactive Player – that is the Player that is not currently resolving their Player Turn. A Unit controlled by a Player currently resolving their Player Turn, the Active Player, may never make a Reaction of any kind.

Reactions are actions that interrupt the usual flow of play, and can be extremely powerful in Battle. As such, there are a number of key restrictions with regards to their use. These are covered in the Rules presented in this section, but are highlighted here for easy reference:

- The Reactive Player has a Reaction Allotment of 1 in each Turn – this may be increased by other Special Rules.
- No Unit may make more than one Reaction in any Turn.
- A Unit that is Stunned, Routed or Locked in Combat may never make a Reaction.

REACTION ALLOTMENTS

The Reactive Player may attempt a set number of Reactions in the Active Player's Turn – as determined by the Player's Reaction Allotment. The Reaction Allotment determines how many Reaction Points the Reactive Player will have to spend. A Player must expend 1 Reaction Point in order to have a Unit under their control make a single Reaction and once their Reaction Allotment is reduced to 0 then no more Reactions may be made. Reactions can be made in any Phase of the Active Player's Turn, and each Reaction will note when and how it may be made – there is no limit to the number of Reactions that may be made in a given Phase other than the Reactive Player's Reaction Allotment. Note that points of Reaction Allotment that are not spent in a given Player Turn do not carry over to future Turns and are discarded at the end of that Player Turn.

BASE REACTION ALLOTMENT

All Players, unless a Special Rule or other effect specifies otherwise, have a Base Reaction Allotment of 1. This means that at the start of each Player Turn the Reactive Player has 1 Reaction Point.

In addition to this Base Reaction Allotment, all Players receive additional Reaction Allotment Points based on the Points Limit of the Battle being resolved (see the Rules for Army selection on page 278). Note that the total Points Value of an Army is irrelevant for determining this bonus, it is the Points Limit of the Battle that determines what bonus Reaction Points a Player gets. To determine the number of bonus Reaction Points gained, consult the table below:

BATTLE POINTS LIMIT	BONUS REACTION POINTS
Up to 1,500 Points	No bonus
1,501 - 3,500 Points	+1 Reaction Point
3,501 - 5,000 Points	+2 Reaction Points
More than 5,000 Points	+3 Reaction Points

Players may also gain additional bonus Reaction Points from other Special Rules presented as part of the various Army lists available to them. In all cases, these Special Rules will detail how these additional Reaction Points are gained and how many Reaction Points are gained.

A Reaction may be made with any Unit controlled by the Reactive Player, though in a number of situations a Special Rule or Status may deny a Unit the opportunity to react. The most common such Statuses where a Unit may not make a Reaction are:

- It is Stunned.
- It is Routed.
- It is Locked in Combat.
- It has already made a Reaction in the current Player Turn.
- The Controlling Player has no points remaining in their Reaction Allotment.
- Another Special Rule specifically states they may not.

Using Reactions

When making Reactions, all armies, regardless of Faction or size, may choose to use any or all of the Core Reactions as presented in this rulebook during a Battle. Certain armies may gain access to additional Reactions due to Faction rules or Special Rules. No matter how many different Reactions an Army has to choose from, it may still only make a number of Reactions per Turn equal to its Reaction Allotment. Most Reactions may only be played in a specific Phase, and in opposition to a specific action taken by the Active Player. In all cases, the Rules for each Reaction will detail when and how they are used. A given Reaction may be used as many times as a Player wishes, so long as that Player has not exhausted their Reaction Allotment for the Phase – but no individual Unit may make more than one Reaction in any one Turn.

Shooting Attacks made as part of a Reaction may not be made without Line of Sight, including with Weapons with the Barrage (X) Special Rule or other Weapons or Special Rules that otherwise ignore Line of Sight, and models with the Vehicle Type may only attack with Defensive Weapons. Shooting Attacks made as part of a Reaction do not cause Leadership Checks due to casualties or wounds

inflicted upon enemy Units, this includes both Leadership Checks due to a Unit having suffered 25% casualties or from the Panic (X) Special Rule. Hits or wounds inflicted as part of a Shooting Attack made as a Reaction do not inflict Status Checks of any kind and cannot inflict any Tactical Status on the Target Unit.

When making a Shooting Attack as part of a Reaction, the Reacting Unit is considered to be Stationary, and may attack with Weapons of any type as though Models in that Unit had not moved. A Shooting Attack made as part of a Reaction does not limit the actions of the Reacting Units in future Turns or Phases regardless of the Weapons used to attack with, although any Weapons with the Limited (X) Special Rule or special abilities that may only be used once are considered to have been expended if used as part of a Reaction. Similarly, Units that make moves or undertake other actions as part of a Reaction suffer no penalty or drawback in later Phases or Turns for doing so.

Any Reaction that allows a Unit to move using its Initiative Characteristic rather than its Movement Characteristic to determine the distance moved, may not be used by Units that include any Models with either no Initiative Characteristic (such as most Models with the Vehicle Type) or an Initiative Characteristic of 0. In addition, Reactions that allow a Move based on Initiative use the Unit's or Model's unmodified Initiative and are not affected by Difficult Terrain (but must still take Dangerous Terrain Tests as normal).



CORE REACTIONS

The following Reactions are available to all Armies regardless of size or Faction.

MOVEMENT PHASE: REPOSITION

This Reaction allows the Reactive Player to move a Unit when an enemy Unit ends its move within 12".

Trigger: The Reactive Player may declare a Reposition Reaction in Step 2 of the Move Sub-phase process, if an enemy Unit ends a move within 12" and in Line of Sight of a Unit under the Reactive Player's Control.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Reposition Reaction – this cost paid as soon as the declaration is made.

Target: The Target Unit is always the Unit whose move triggered the Reaction. Once the cost has been paid, the Reactive Player must select one Unit under their control that is within 12" and has Line of Sight to the Target Unit – that Unit is the Reacting Unit.

Process

1. Once a Reposition Reaction has been declared, the Active Player must completely resolve the Target Unit's movement.
2. Once the Target Unit has finished its move, the Reactive Player may move the Reacting Unit. When making this move, each Model in the Reacting Unit may move a number of inches up to the Base Value of its Initiative Characteristic.
3. Once the Reacting Unit has completed this move, the Movement Phase continues as normal.

SHOOTING PHASE: RETURN FIRE

This Reaction allows the Reactive Player to make a Shooting Attack for a Unit that is the target of an enemy Shooting Attack.

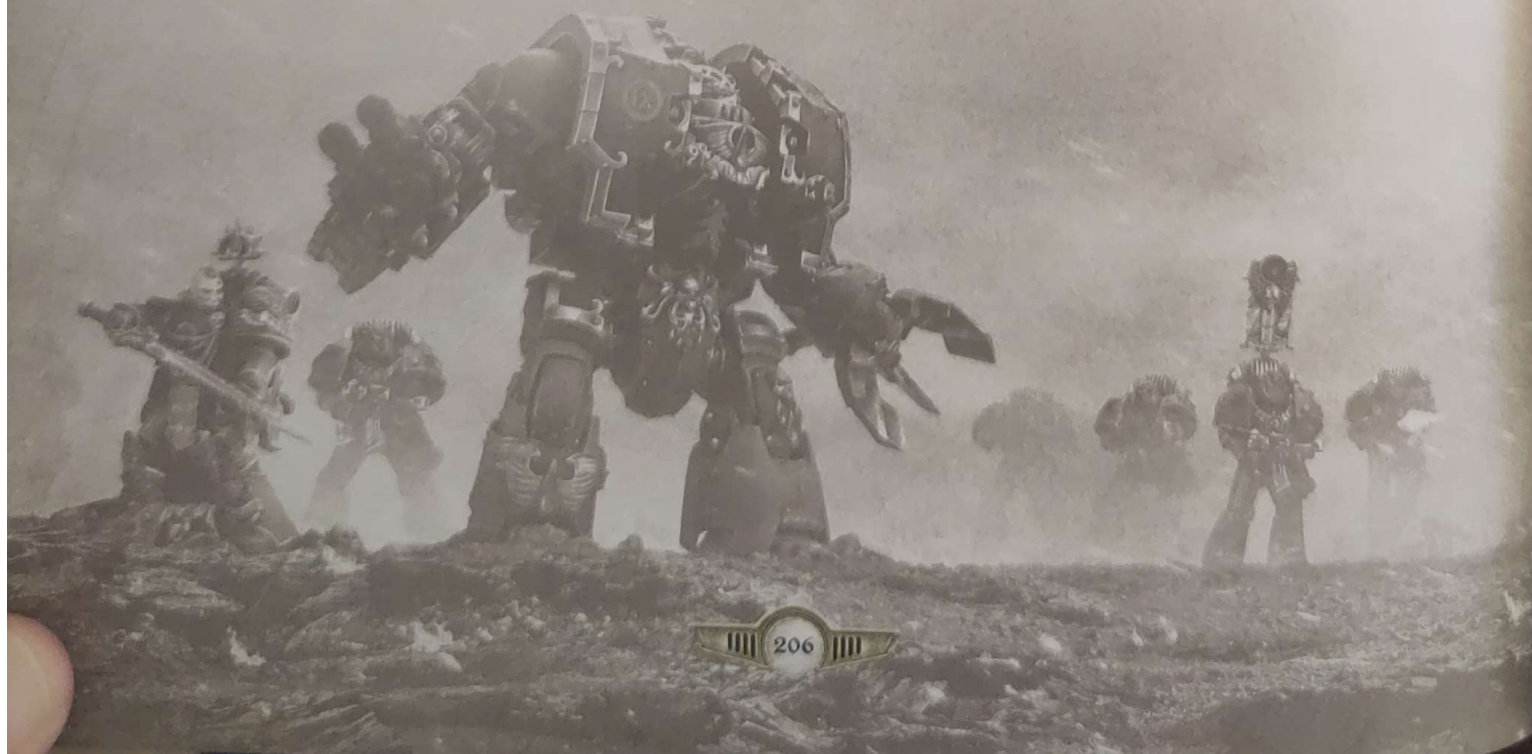
Trigger: The Reactive Player may declare a Return Fire Reaction in the Shooting Phase, during Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Return Fire Reaction – this cost paid as soon as the declaration is made.

Target: The Target Unit is always the Unit whose Shooting Attack triggered the Reaction. The Reacting Unit is always the Unit that was the target of the Shooting Attack that triggered the Reaction.

Process

1. Once a Return Fire Reaction has been declared, the Active Player must resolve all remaining Steps of the Shooting Attack process as normal, up to the start of Step 11.
2. Before resolving Step 11, the Reactive Player makes a Shooting Attack with the Reacting Unit (including with any Models that have been reduced to 0 Wounds and before any Panic Checks are taken) targeting only the Target Unit.
3. Once the Shooting Attack made as part of this Reaction has been completely resolved, including removing any Casualties, the Players must then finish resolving Step 11 of the original Shooting Attack that triggered the Reaction.



ASSAULT PHASE: OVERWATCH

This Reaction allows the Reactive Player to make more powerful Volley Attacks.

Trigger: The Reactive Player may declare an Overwatch Reaction during Step 4 of the Charge process of any Charge declared by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare an Overwatch Reaction – this cost paid as soon as the declaration is made.

Target: For an Overwatch Reaction, the Target Unit is always the Unit whose Charge triggered the Reaction. The Reacting Unit is always the Unit that was declared as the target of the Charge that triggered this Reaction.

Process

1. Once an Overwatch Reaction has been declared, and once the Active Player has resolved any Volley Attacks they choose to make, the Reactive Player may choose to have the Reacting Unit make a Shooting Attack instead of a Volley Attack.
2. This Shooting Attack must target the Target Unit and is made at full Ballistic Skill, not as Snap Shots, and may be made using any Ranged Weapon. No Cover Tests or Shrouded Damage Mitigation Tests may be taken against wounds inflicted as part of an Overwatch Reaction.
3. Once the Shooting Attack made as part of this Reaction has been fully resolved, the Players must move to Step 5 of the Charge Process as normal. However, if, once this Shooting Attack has been fully resolved, all Models in the Target Unit or Reacting Unit have been Removed as Casualties then the Charge process is ended immediately and the Active Player may select another Unit to resolve a Charge for.

ADVANCED REACTIONS

Advanced Reactions are more complex ploys and tactical tricks that can be made by commanders in the heat of Battle. They may only be used by the Reactive Player and require the expenditure of Reaction Points in order to be used, following the general Rules presented for Core Reactions. Unlike Core Reactions, which represent the most common types of Reaction and will see use in most Battles, Advanced Reactions represent rarer situations and depending on the Armies in use may not see use in some Battles.

This rulebook presents a number of Advanced Reactions that may be made by a Player of any Faction or Allegiance. Future publications may present additional Advanced Reactions that may only be used by Players of a specific Faction or Allegiance, or that cover more niche situations.

The following Advanced Reactions are presented in this section:

- **Death or Glory**
- **Intercept**
- **Evade**
- **Nullify**
- **Heroic Intervention**

ADVANCED REACTIONS

The following Advanced Reactions are available to any Player, regardless of Faction or Allegiance. Advanced Reactions use up points from a Reactive Player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description. Note that Nullify is both an Advanced Reaction and a Psychic Reaction (see page 213).

DEATH OR GLORY

This Advanced Reaction allows a Unit that a Vehicle has moved through to attack the Vehicle.

Trigger: The Reactive Player may declare a Death or Glory Reaction whenever the Active Player moves through an enemy Unit with a Model that has the Vehicle Type.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Death or Glory Reaction – this cost paid as soon as the declaration is made.

Target: For a Death or Glory Reaction, the Target Model is always the enemy Model with the Vehicle Type that triggered this Reaction. The Unit that was being moved through by the Target Unit is considered the Reacting Unit.

Process

1. Once declared, the Target Model must temporarily halt its move in Base Contact with one or more Models from the Reacting Unit.
2. The Reactive Player must nominate any one Model in the Reacting Unit, referred to hereafter as the Attacking Model. The Attacking Model does not have to be in Base Contact with the Target Model. The Attacking Model may not have the Vehicle Type.
3. The Attacking Model may attack with either a Melee or Ranged Weapon, making a number of attacks equal to the Firepower of the selected Ranged Weapon or the Attacks Characteristic of the Attacking Model, modified by the selected Melee Weapon's Attacks Modifier Characteristic. Whatever form the attack takes, all attacks automatically hit and any Armour Penetration Tests are resolved against the Target Model's Front Armour.
4. If the attack causes the Target Model to be Removed as a Casualty or inflicts the Pinned Status, then the Attacking Model remains in play – otherwise it is immediately Removed as a Casualty with no Saving Throws or Damage Mitigation Tests of any kind allowed. If the Target Model is Removed as a Casualty then no Hits are inflicted due to it moving through an enemy Unit. If it remains in play then such Hits are inflicted as normal.

INTERCEPT

This Advanced Reaction allows a Unit to attack Units moving into play from Reserves.

Trigger: The Reactive Player may declare an Intercept Reaction whenever the Active Player brings a Unit into play from Reserves or Aerial Reserves. The declaration is made as soon as the Model is placed on the Battlefield, before any Moves or actions are resolved.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare an Intercept Reaction – this cost paid as soon as the declaration is made.

Target: The Unit entering play from Reserves or Aerial Reserves is always the Target Unit of this Reaction. After declaring this Reaction, the Reactive Player must select one Unit under their control, this Unit must be able to draw a Line of Sight to at least one Model in the Target Unit. The selected Unit is the Reacting Unit.

Process

Once an Intercept Reaction has been declared, the Reactive Player may make a Shooting Attack for the Reacting Unit, targeting only the Target Unit. All attacks made as part of this Shooting Attack must be made as Snap Shots and Models with the Vehicle Type may only attack with Defensive Weapons.

EVADE

This Advanced Reaction allows a Unit to attempt to avoid an enemy Charge by moving.

Trigger: The Reactive Player may declare an Evade Reaction at the end of Step 4 of a Charge declared by the Active Player that targets a Unit entirely composed of Models with the Light Sub-Type or Cavalry Type.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare an Evade Reaction – this cost paid as soon as the declaration is made.

Target: The Unit that is the target of the Charge that triggered this Reaction is the Reacting Unit, while the Unit making that Charge is the Charging Unit.

Process

1. After all Volley Attacks have been made by both the Reacting Unit and the Charging Unit, the Reactive Player may make a move for each Model in the Reacting Unit.
2. Each Model in the Reacting Unit may be moved a number of inches equal to its Initiative Characteristic and must end the Move in Unit Coherency with another Model from the same Unit.
3. If this move would leave all Models in the Reacting Unit outside of the Charging Unit's maximum possible Charge Range then the Charge has failed and no Combat is resolved. Otherwise, the Charge proceeds as normal.

NULLIFY

This Advanced Reaction allows the Reactive Player to attempt a Willpower Check to negate a Psychic Curse. Note that Nullify is both an Advanced Reaction and a Psychic Reaction.

Trigger: The Reactive Player may declare a Nullify Psychic Reaction when they fail a Resistance Check made to negate a Psychic Curse manifested by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Nullify Reaction – this cost paid as soon as the declaration is made.

Target: The Unit that is the target of the Psychic Curse that triggered this Reaction is always the Target Unit. Once this Reaction has been declared, the Reactive Player must nominate a Model under their control with the Psyker Trait that has a Line of Sight to either any one Model in the Target Unit or to the Focus of the Psychic Curse. The Model selected is the Reacting Model and the Unit that includes it is considered to be the Unit that has made this Reaction.

Process

1. Once the Reacting Model has been selected, the Reactive Player subtracts the Willpower Characteristic of the Psychic Curse's Focus from the Willpower Characteristic of the Reacting Model. The result is the Power modifier, which may be negative if the Psychic Curse's Focus' Willpower is high.
2. The Reactive Player must then make a Willpower Check for the Reacting Model, applying the Power modifier to the result of that Check.
3. If the Check is passed then the Psychic Curse whose declaration triggered this Reaction automatically fails to manifest and may not be re-attempted this Turn. If the Check fails then the Psychic Curse is resolved as normal.

HEROIC INTERVENTION

This Advanced Reaction allows the Reactive Player to declare Challenges.

Trigger: The Reactive Player may declare a Heroic Intervention Reaction if, in Step 1 of the Challenge Sub-Phase, the Active Player chooses to pass and declare no Challenge for a selected Combat.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Heroic Intervention Reaction – this cost paid as soon as the declaration is made.

Target: The Combat in which the Active Player chose not to declare a Challenge, triggering this Reaction, is the Target Combat.

Process

1. Once this Reaction is declared the Reactive Player may choose to declare a Challenge, selecting one eligible Model under their control in the Target Combat to be the Challenger.
2. The Active Player may then select one eligible Model under their control in the same Combat to accept the Challenge. The Model selected is then considered the Challenged.
3. If the Active Player chooses not to select an eligible Model to accept the Challenge, then the Reactive Player must select one enemy Model from the same Combat which was eligible to accept the Challenge (if any such Model exists) and apply the Disgraced Status to that Model (see page 257). The Active Player must then select another eligible Combat as per the normal Challenge Sub-Phase Rules.
4. If, for any reason, the Active Player cannot select an eligible Model (for example, if a Special Rule prohibits an otherwise eligible Model from accepting the Challenge), then no Challenge occurs and the Challenge Sub-Phase continues as normal, with the Reactive Player scoring no Combat Resolution Points as a result of this Reaction. If the Active Player selects an eligible Model to take part in the Challenge, then the Challenge is resolved using the normal Rules.



PSYCHIC ABILITIES

These Rules allow Players to make use of the eldritch powers of Psykers on the Battlefield, both to attack the enemy with warp-spawned fury and to conjure more subtle powers and effects to help allies and hinder the foe.

In Horus Heresy Battles certain Models may make use of various psychic abilities to attack the enemy and confound their plans. These psychic abilities are broken down into separate categories which, while they all share a similar theme, use different Rules to determine how they work in play. These distinct types of psychic ability are: Psychic Weapons, Psychic Powers and Psychic Reactions.

Psychic Weapons will use the existing Rules for attacking the enemy, being resolved as either Shooting or Melee Attacks, and occur during the Shooting and Assault Phases as do other attacks. **Psychic Powers** represent any psychic effect that is not presented as a Weapon and resolved as an attack. Psychic Powers are resolved during one of the existing Phases, and have their own unique Rules, each of which is explained as part of that power. **Psychic Reactions** represent similar abilities to Psychic Powers, however they are used as Reactions during the opposing Player's Turn. In all cases, to use a Psychic Weapon, Power or Reaction, a Model must possess the Psyker Trait.

TRAIT: PSYKER

Many of the Rules for psychic abilities will only be usable by a 'Psyker'. A Psyker is any Model that has the Psyker Trait on their profile. As with all Traits, the Psyker Trait grants no Rules to a Model in and of itself, nor does it grant any Psychic Weapons, Powers or Reactions, it simply allows a Model to make use of Rules that require a Psyker in order to function, or as a trigger for Rules that target Psykers. For a Model to gain one or more Psychic Weapons, Powers or Reactions, they must either be listed on their profile or selected as options during Army Selection.



PSYCHIC WEAPONS

Psychic Weapons are Weapons that can only be used to attack by Psykers.

The most common forms of psychic ability encountered on the Battlefield are those that act in a manner akin to more conventional Weapons. In these Rules they are treated exactly as other Weapons, with the same Characteristics as any other attack, and can be both ranged and melee. The only difference between Psychic Weapons and other Weapons is that they are not normally represented by a physical component on a Model. Psychic Weapons will have the Psychic Trait to identify them. Note that some other Weapons make use of the Psyker Trait, but as they do not have the Psychic Trait are not Psychic Weapons per se.

If a Weapon has the Psychic Trait then a Model must also have the Psyker Trait in order to make attacks with that Weapon. A Psyker may make Shooting Attacks using any ranged Psychic Weapon available to it (or more than one if that Model has a Rule that allows more than one Weapon to be used during a Shooting Attack), or during the Assault Phase a Psyker may attack using a Psychic Weapon with the Melee Type. In close combat, a Psychic Weapon with the Melee Type does count for deciding if a Model has more than one Weapon, and obeys all of the usual restrictions. However, a Psychic Weapon can never be destroyed or otherwise removed from a Model unless a Rule specifically targets a Psychic Weapon.

Unless otherwise stated there are no additional requirements, Tests or Checks needed to make an attack using a Psychic Weapon – other than the Psyker Trait. However, many Psychic Weapons may have additional Special Rules that require a Test or Check in order to make an attack. In all cases, the Rules for this will be covered by the Special Rule itself.

PSYCHIC POWERS

Psychic Powers are special actions that can be used by Psykers to aid their allies and hinder the enemy.

Psychic Powers are psychic abilities that can achieve many diverse ends, from simple destruction to the subtle subversion of the enemy, and are represented in a form more akin to Special Rules in order to represent the many effects a trained battle psyker can produce. Psychic Powers are never presented as Weapons Profiles and are not used to make attacks (though they can inflict Hits, wounds or Damage). Psychic Powers are broken down into two distinct categories: Blessings and Curses. Blessings are Psychic Powers that affect either the Psyker itself or another friendly Unit, while Curses are Psychic Powers that target an enemy Unit.

Unlike Psychic Weapons, which are used as part of a normal Shooting Attack or Combat, using Psychic Powers is a separate action that requires its own Rules. The following Rules are the most important ones to note:

- The Controlling Player may not use more than one Psychic Power for a Unit under their control that includes one or more Models with the Psyker Trait in their Player Turn, and no more than one Psychic Reaction in the Opposing Player's Player Turn (note that Psychic Weapons and Psychic Gambits are not counted for these limits). If a Model leaves a Unit for which a Psychic Power has been used then both the original Unit and the new one created by the Model leaving are restricted from using further Psychic Powers or Psychic Reactions in that Player Turn.
- Using a Psychic Power or Psychic Reaction does not stop a Model or Unit from moving, making Shooting Attacks or conducting Charges and Combat – unless the Psychic Power or Psychic Reaction itself states otherwise.
- A Model or Unit that is In Reserves, Embarked on another Model or otherwise not in play or on the Battlefield may not use Psychic Powers or Psychic Reactions of any kind.
- Any ongoing effect of a Psychic Power or Psychic Reaction is immediately cancelled and ceases having any effect once the Model or Unit that used it either leaves play and enters Reserves, Embarks upon another Model or is removed from play as a Casualty (this does not include any Wounds lost due to Hits or wounds inflicted by a Psychic Power or Psychic Reaction).

PSYCHIC REACTIONS

Psychic Reactions are special actions that can be used by Psykers during the Opposing Player's Turn.

Psychic Reactions are Psychic Powers that can only be used as a Reaction in the Opposing Player's Player Turn. They follow all of the Rules noted for Psychic Powers as well as the Rules for Reactions (see page 204) – the most obvious of these restrictions is that Psychic Reactions can only be used when the Controlling Player is the Reactive Player. As with other types of Reaction, a Psychic Reaction may only be used when 'triggered' by an action taken by the Active Player and will require 1 or more Reaction Points be spent before they can be resolved. Each Psychic Reaction will list when it may be used and what costs must be paid for that use.

Much like Psychic Powers, a Psychic Reaction can be a Blessing or a Curse. However, some Psychic Reactions may not use the Rules for Blessings or Curses and simply apply an effect that requires a 'Psyker' in a different manner. In such cases, the Psychic Reaction will present all the Rules needed to apply it in play. For an example of such a Psychic Reaction, see Nullify on page 209.

RESOLVING BLESSINGS AND CURSES

The following Rules explain how to resolve a Psychic Power or Psychic Reaction that is a Blessing or a Curse.

Each Psychic Power or Psychic Reaction that is resolved as a Blessing or a Curse will note when and in what Phase or Sub-Phase it may be used, as well as how to select a target for the power. However, the process of activating the effects of a Blessing or Curse, regardless of whether it is used as a Psychic Power or a Psychic Reaction is referred to as Manifesting a Curse or Blessing and follows a fixed procedure.

Manifesting Psychic Blessings

In order to Manifest a Psychic Blessing, the Controlling Player must first declare the use of the Psychic Power or Reaction and identify the Model that is using the Psychic Power or Psychic Reaction – known as the Focus. Then the Focus' Controlling Player must make the target known to all Players, using the Rules provided as part of that Psychic Power or Psychic Reaction. The target of a Blessing must always be a friendly Model or Unit – a Blessing may not be used to target a non-friendly Model or Unit and such Models never gain any benefit from the Blessing even if otherwise caught within its area of effect.

Once the target for the Blessing has been selected, the Controlling Player must make a Willpower Check – known as the Manifestation Check. The Target Number for this Check is the Current Value of the Willpower Characteristic of the Focus. If the Psychic Power or Psychic Reaction is being used by a Unit rather than a specific Model, then the Controlling Player must nominate one Model in the Unit to be the Focus. If more than one Unit is affected by the Psychic Power or Psychic Reaction then no additional Checks are made. If the Willpower Check is passed then all Target Units are affected. If it is failed then none are affected.

If the Willpower Check is successful then the effects of the Psychic Power or Reaction are applied as noted in its Rules. If the Willpower Check is failed then the effects of the Psychic Power or Psychic Reaction are not applied. Some Psychic Powers or Psychic Reactions may list additional effects that must be applied if the Willpower Check is failed when manifesting a Blessing.

Note that if the Willpower Check is failed then this is still counted as having used a Psychic Power or Psychic Reaction, and no Model in that Unit may use any further Psychic Powers or Psychic Reactions in the same Player Turn.



Manifesting Psychic Curses

In order to Manifest a Psychic Curse, the Player must first declare the use of the Psychic Power or Reaction and identify the Model that is using the Psychic Power or Psychic Reaction – known as the Focus. Then the Focus' Controlling Player must make the target known to all Players, using the Rules provided as part of that Psychic Power or Psychic Reaction. The target of a Curse must always be an enemy Model or Unit – a Curse may not be used to target a friendly Model or Unit.

Once the target for the Curse has been selected, the Controlling Player of the Target Unit must make a Willpower Check for the Unit – known as the Resistance Check. If the Target Unit consists of a single Model then the Target Number for the Check is the Current Value of the Willpower Characteristic of that Model. If the Target Unit contains more than one Model then the current Willpower of the Model with the lowest Willpower Characteristic is used – unless the Unit includes one or more Models with the Sergeant Sub-Type, Command Sub-Type or Paragon Type, in which case the Controlling Player may select one of these Models and use the current Willpower Characteristic of that Model as the Target Number for the Check. If more than one Unit is targeted by the Psychic Power or Psychic Reaction, then a separate Willpower Check is made for each Unit, with those for which the check is failed being affected and those for which the check is passed not being affected.

If the Willpower Check is successful then the Psychic Power or Psychic Reaction is considered to have failed and it has no further effect. If the Willpower Check is failed then the effects of the Psychic Power or Psychic Reaction are applied as noted in the Rules for that Psychic Power or Psychic Reaction. Some Psychic Powers or Psychic Reactions may list additional effects that must be applied even if the Check made for the Target Unit succeeds. These will be noted in the Rules for that Psychic Power or Psychic Reaction.

Note that if the Willpower Check for the Target Unit succeeds then this is still counted as having used a Psychic Power or Psychic Reaction, and no Model in the Unit that used the Psychic Power or Psychic Reaction may use any further Psychic Powers or Psychic Reactions in the same Player Turn.

PERILS OF THE WARP

When rolling doubles to manifest a Psychic Power or Psychic Reaction, Perils of the Warp can trigger and inflict Statuses or Wounds on the Focus.

Common to all forms of psychic ability is the possibility of the Warp's power rebelling and wreaking havoc on the Psyker and their allies. This is represented by the Perils of the Warp Special Rule. The effects of the Perils of the Warp Special Rule are applied to the Unit that includes the Focus of the Psychic Power or Reaction if a Willpower Check made as a Manifestation Check or Resistance Check for a Psychic Power or Psychic Reaction results in 'doubles'. In this case, doubles refers to a natural, unmodified result where both Dice rolled as part of the Check and selected to determine the final result show the same number on their uppermost face. Where other Rules specify that a Unit should have the effects of Perils of the Warp applied to it, that rule will detail how and when this will occur.

Note that both Resistance and Manifestation Checks both automatically succeed on a result of two '1's and automatically fail on a result of two '6's. However, this does not stop them from also triggering Perils of the Warp. A Manifestation Check or Resistance Check that rolls a double 1 or 6 does trigger Perils of the Warp unless another Rule specifically states otherwise.



Applying Perils of the Warp

If a Unit is instructed to suffer the effects of Perils of the Warp, then the following Rules are used to determine what effects that Unit suffers.

If the Perils of the Warp are caused by a Player having rolled a result of doubles on a Willpower Check result made as a Manifestation or Resistance Check, using the number shown on both Dice of the Check's result with the Perils of the Warp Table to determine the effect.

For example, a Player rolls two Dice for a Manifestation Check, with both Dice showing '4's and a final result of 8 for the Check. The Check is successful, but as doubles were rolled the Unit that includes the Power's Focus suffers Perils of the Warp – as two '4's were rolled, the Controlling Player of the Focus checks the entry on the Perils of the Warp Table for a '4' and must apply Ætheric Feedback to the Unit that includes the Focus.

For Perils of the Warp not caused by Willpower Checks, roll a Dice and compare the result of that roll to the table.

For example, a Special Rule requires a Player to apply Perils of the Warp to a Unit, but not as the result of a Check. That Player rolls a single Dice, resulting in a '6' and must then check the entry for a '6' on the Perils of the Warp Table and must apply Warp Rupture to the Unit targeted by the Special Rule.

THE PERILS OF THE WARP TABLE

If a Unit is instructed to suffer the effects of Perils of the Warp, consult the table below.

1 or 6 WARP RUPTURE: The Unit suffers a number of wounds which ignore all Armour Saves, Cover Saves and Damage Mitigation Rolls. Invulnerable Saves may be taken against these wounds as normal and they are allocated as if they were inflicted by a Shooting Attack. The number of wounds inflicted is 13 minus the Willpower Characteristic of the Model in the Unit with the lowest Willpower Characteristic. If the Unit includes any Models with the Sergeant Sub-Type, Command Sub-Type or the Paragon Type then the Willpower Characteristic of one of those Models chosen by the Unit's Controlling Player may be used instead.

2, 3, 4 or 5 ÆTHERIC FEEDBACK: The Unit gains the Stunned Status.



VEHICLES

These Rules cover how to move, attack with and resolve attacks that target Vehicles.

Vehicles are a Model Type that does not operate in the same manner as other Models, thus warranting their own Rules. This section details the Rules common to the Vehicle Type, before going into more detail as to the various Sub-Types unique to Vehicles.

VEHICLES AND UNITS

Vehicles always form a Unit of one Model and cannot be joined by other Models.

A Model with the Vehicle Type always operates as a Unit of a single Model and may never join, be joined by other Models or otherwise be incorporated into Units with other Models of any Type. Unlike other Rules, this Rule is not overridden by Special Rules and if any Rule or Special Rule would force a Model with the Vehicle Type to join or otherwise be part of a Unit then that Rule or Special Rule is ignored.

VEHICLES AND TACTICAL STATUSES

Vehicles can gain some Statutes, but can only remove them with Repair Tests or through the Battlesmith Special Rule.

Models with the Vehicle Type can be affected by all Statutes except Routed. As such Models do not have a Cool Characteristic they cannot fail a Cool Check and Statutes can only be applied to them by specific Rules or the result of a roll on the Vehicle Damage Table. Furthermore, as Models with the Vehicle Type do not have a Cool Characteristic, they can only remove Statutes by means of the Battlesmith (X) Special Rule (see page 326) or a Repair Test made in the Statutes Sub-Phase.

Repair Tests

One Repair Test can be made by the Active Player for each Model with the Vehicle Type under their control in the Statutes Sub-Phase. A Repair Test is made by rolling a single Dice and with a Target Number of '6'. Some Special Rules may allow more Dice to be rolled for a given Model with the Vehicle Type or change the Target Number, any such Special Rules will note their effects and how they are to be applied. Each successful Repair Test allows the Controlling Player to remove one Status from the Model for which the Repair Test was made.

VEHICLES AND SAVING THROWS

Vehicles can only use Invulnerable Saves or Cover Saves.

A Model with the Vehicle Type cannot gain or use Armour Saves. They can gain and make use of Invulnerable Saves or Cover Saves. Damage Mitigation Tests are not Saving Throws and may be taken as normal.

VEHICLES IN THE MOVEMENT PHASE

Vehicles move in the same manner as other Models, with exceptions for Terrain and moving through other Units.

As with all other Models in the Horus Heresy – Age of Darkness Rules, Vehicles have a Movement Characteristic which defines the maximum number of inches they may move on the Battlefield. In most situations Vehicles are moved in exactly the same manner as other Models (see page 244) and can end a move facing in any direction. However, unlike other Models, Vehicles may not move vertically in Terrain or on Terrain Pieces in order to ascend levels.

VEHICLES AND RUSHING

Models with the Vehicle Type do not have an Initiative Characteristic and as such may not Rush. Vehicles with the Rapid Sub-Type are an exception to this and may Rush as detailed on page 223.

Due to the rules for Arcs of Fire (see page 218) it is important to be clear on which direction a Model with the Vehicle Type is facing, as this can affect both which enemy Units can be attacked by that Model and how enemy Models attack it. As such, Models with the Vehicle Type can choose to Pivot around the central point of their hull in the Movement Phase, which does not count as Moving. When selected during the Movement Phase a Unit consisting of a Model with the Vehicle Type may choose to Pivot instead of Moving – that Model may then be turned to face any direction as long as it does not end the pivot within 1" of any enemy Model. A Pivot does not count as Moving and the Model with the Vehicle Type is considered to have remained Stationary.



VEHICLES AND TERRAIN

Models with the Vehicle Type are affected by the Terrain Rules in the same manner as all other Models, with a few exceptions.

Models with the Vehicle Type may not move vertically in Terrain or on Terrain Pieces in order to ascend levels.

Models with the Vehicle Type do not suffer wounds from failed Dangerous Terrain Tests. If a Dangerous Terrain Test is failed for a Model with the Vehicle Type, then that Model suffers 1 Point of Damage (no Armour Penetration Test is made). No Saving Throws or Damage Mitigation Tests of any kind may be made against this Damage.

Moving Through Other Units

Models without the Vehicle Type do not impede, restrict or limit the distance a Model with the Vehicle Type may move. This means that, unlike other Models, Models with the Vehicle Type may move through other Units that are composed of Models that do not have the Vehicle Type.

In order to count as having 'moved through' a Unit, the path of travel taken by the Model with the Vehicle Type must cross the base of at least one Model from a Unit. However, a Model with the Vehicle Type may not end its move on top of any Model or in Base Contact with any enemy Model in the Movement Phase. Furthermore, a Model with the Vehicle Type may not move through other Models with the Vehicle Type or through Terrain Features.

If a Model with the Vehicle Type moves through a friendly Unit composed of Models that do not have the Vehicle Type then this has no effect, and the Models in the Unit moved through are not moved or otherwise affected. If a Model with the Vehicle Type moves through an enemy Unit composed of Models that do not have the Vehicle Type then once the Model with the Vehicle Type has finished its move and its final location decided, each enemy Unit composed of Models that do not have the Vehicle Type that was moved through takes D6 Strength 6 Hits with an AP of '-', allocated by the Target Unit's Controlling Player. Note that such a move may trigger the Death or Glory Advanced Reaction.

Moving through other Units does not impede or limit a Model with the Vehicle Type from attacking in other Phases, Disembarking or Embarking Units or performing any other game action.

VEHICLES IN THE SHOOTING PHASE

Vehicles can attack with all of their Weapons, targeting different enemy Units, but are limited by the fire arcs of their Weapons when selecting targets.

When a Model with the Vehicle Type is used to make a Shooting Attack (see page 247), it uses the Ballistic Skill Characteristic shown on its profile and makes any attacks with the same Rules as any other Model, but with a few adjustments:

- A Model with the Vehicle Type may attack with all Weapons the Model has as part of a Shooting Attack as long as those Weapons are in Range and Line of Sight of the Target Unit.
- A Model with the Vehicle Type that is selected to make a Shooting Attack by the Active Player may have its Weapons divided between different targets, making more than one Shooting Attack (though each Weapon may be used in only one Shooting Attack in a given Phase).
- Each Weapon that a Model with the Vehicle Type has is limited in the arc from which a Target for that Weapon may be selected.*

**If a Weapon from a Model with the Vehicle Type will be used as part of a Shooting Attack and that Weapon is found to be out of arc before any attacks are made – in that the selected Target Model is not within the bounds of that Fire Arc – then that Weapon may not be used to attack as part of that Shooting Attack. However, remember that a given Weapon may only make attacks as part of a single Shooting Attack in the Shooting Phase.*

Attacking Multiple Target Units

In the Shooting Phase, when the Active Player selects a Unit composed of a single Model with the Vehicle Type with which to make a Shooting Attack, they may choose to divide that Model's Weapons between multiple Shooting Attacks at different targets.

If the Active Player chooses to make more than one Shooting Attack for that Model targeting different enemy Units, then all of the attacks made in each of those Shooting Attacks must be made as Snap Shots (see page 194). Furthermore, each Shooting Attack made must target a different Unit than all of the other Shooting Attacks made for the attacking Model in this Shooting Phase.

To make multiple Shooting Attacks with the same Model that has the Vehicle Type, the Active Player must follow these steps:

- When the Active Player selects a Unit composed of a single Model with the Vehicle Type, the Active Player must declare if they will make multiple Shooting Attacks with all Attacks made as Snap Shots, or a single Shooting Attack without penalty. No targets are declared in this Step.
- If the Active Player chooses to make multiple Shooting Attacks as Snap Shots, then they must now declare the Target Unit for the first Shooting Attack, along with which Weapons will be used in that Shooting Attack. If the Active Player chooses not to make multiple Shooting Attacks then the Shooting Attack process continues normally as described on page 247.
- If the Active Player has chosen to make multiple Shooting Attacks, once the first Shooting Attack is completely resolved, with all attacks made as Snap Shots, then one or more additional Shooting Attacks may be made. Each additional Shooting Attack may only use Weapons which have not yet been used to make attacks in any Shooting Attack in that Shooting Phase and must target a different Unit than all previous Shooting Attacks made for the attacking Model in that Shooting Phase. All attacks made in any additional Shooting Attack must be made as Snap Shots.

Additional Shooting Attacks may continue to be made until either all Weapons available to the attacking Model have been used to attack or the Active Player chooses to stop making Shooting Attacks.

DEFENSIVE WEAPONS AND BATTLE WEAPONS

All Weapons that a Model with the Vehicle Type has will be either Defensive Weapons or Battle Weapons. Throughout these Rules, when a rule refers to 'all Weapons' or simply 'Weapons' without any further qualifiers, then this means that both Battle and Defensive Weapons may be used. When a Shooting Attack is limited to only Defensive Weapons or non-Defensive Weapons (Battle Weapons), it will specifically state this.

Defensive Weapons – All Weapons on a Model with the Vehicle Type that have a Strength Characteristic of 6 or less are Defensive Weapons. Other Weapons may also be specifically designated as Defensive Weapons on their profile. When a Player chooses to have a Model with the Vehicle Type attack multiple different Units in the same Shooting Phase, Defensive Weapons do not have to make their attacks as Snap Shots.

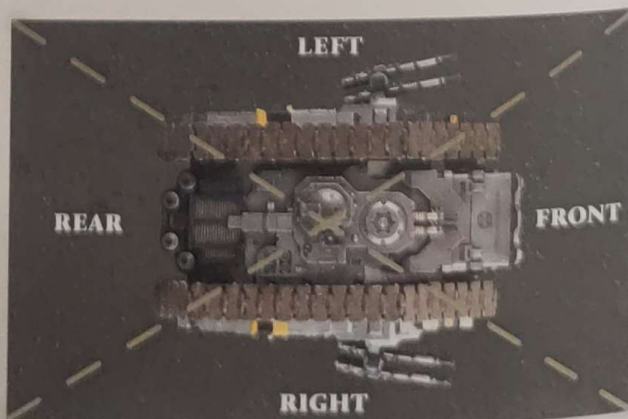
Battle Weapons – All Weapons on a Model with the Vehicle Type that have a Strength greater than 6 and that are not Pintle Mounted or otherwise designated specifically as Defensive Weapons are Battle Weapons.

VEHICLE FIRING ARCS AND WEAPON MOUNTS

Unlike most Models, which can make Shooting Attacks at any target to which they can draw Line of Sight, Models with the Vehicle Type are more restricted in how they can target an enemy. Each of the Weapons that a Model with the Vehicle Type has may only be used to attack targets in one or more Firing Arcs – specific zones from which targets may be selected if they are within Line of Sight. The various Arcs of Fire in Horus Heresy – Age of Darkness are detailed as follows:

FIRING ARCS

Hull (Arc) - The Hull Firing Arc is divided into four sections: Front, Rear, Left and Right – with most Weapons capable of firing into only one of those divisions, as shown on a given Model's profile. To determine the Hull Arcs of any Model with the Vehicle Type, draw two imaginary lines through the corners of the Model as shown in the diagram below.



Centreline – The Centreline Arc is determined by drawing two imaginary lines along the sides of the Model's hull extending out past the front of the Model as shown in the diagram below. The space between the two lines is the Centreline Arc. Unless otherwise noted the Centreline Arc always extends from the Model's front, but if specified in the Model's profile, it can instead/also extend from the Model's rear.



Sponson – The Sponson Firing Arc is determined by drawing an imaginary line along the centre of the Model, from front to rear, as shown in the diagram below. The left hand side is the Left Sponson Arc and the right hand side is the Right Sponson Arc, with Sponson Weapons only capable of attacking targets in the Firing Arc that they are physically in. Unless otherwise specified, any Model with Sponson Weapons will have one left sponson and one right sponson.



WEAPON MOUNTS

A Model's profile will note what type of mount a Weapon has, with each type of mount allowing a Vehicle to fire those Weapons into one or more Firing Arcs as shown:

Hull (Arc) Mounted – Hull (Arc) Mounted Weapons will always specify a single Firing Arc and may only attack targets in that Firing Arc. The different Hull arcs are: Front, Rear, Left and Right. Some Units may specify Side as an arc – this means both Left and Right arcs.

For example, a Land Raider Carrier has a Hull (Front) Mounted twin heavy bolter – this Weapon may only attack targets in the Front Firing Arc.

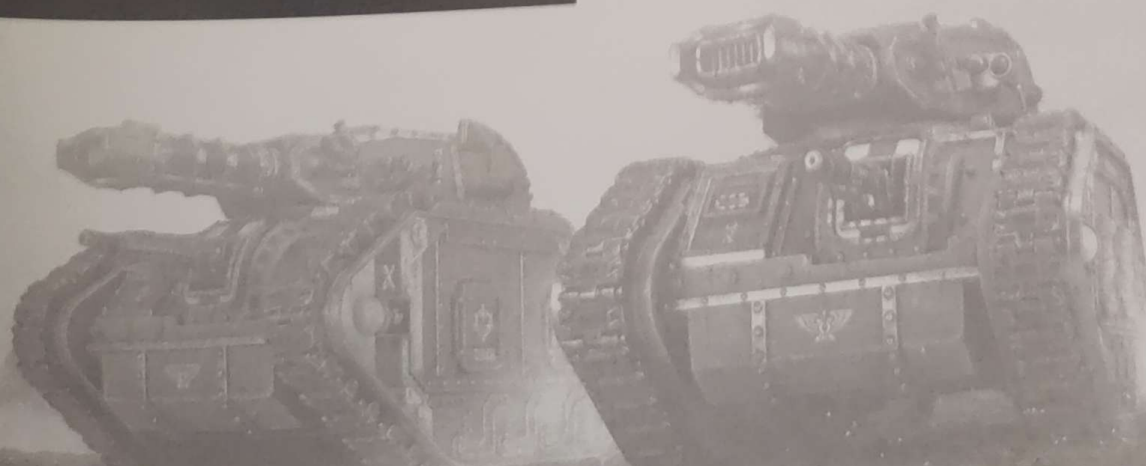
Turret Mounted – Turret Mounted Weapons may attack targets in any Hull arc (Front, Left, Right or Rear) without restriction.

Centreline Mounted – Centreline Mounted Weapons may only attack targets in the Centreline Firing Arc.

Sponson Mounted – Sponson Mounted Weapons are usually in pairs, one on each side of a Vehicle (the Model's profile will note if this is not the case) and may attack targets in the appropriate Sponson Firing Arc (either left or right). Sponson Mounted Weapons are always counted as Defensive Weapons regardless of the Weapon's Characteristics.

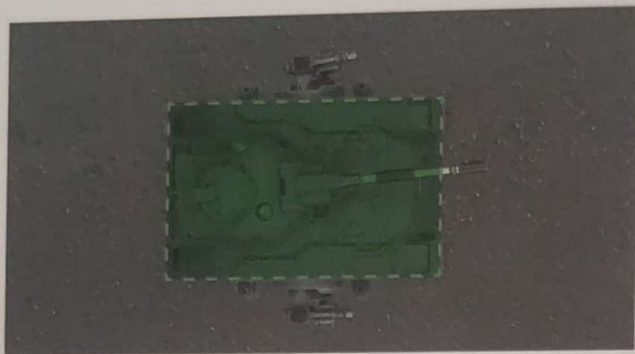
Pintle Mounted – Pintle Mounted Weapons may attack targets in any Firing Arc without restriction, and are always counted as Defensive Weapons and as having the Assault Trait regardless of the Weapon's Characteristics.

Co-axial (X) Mounted – Co-axial Mounted Weapons will be linked to another Weapon, specified by the value of X attached to the Mount Rule. A Co-axial Mounted Weapon may only attack targets in the same Firing Arcs as the Weapon to which it is linked. Furthermore, a Co-axial Mounted Weapon must always be used to attack the same target as the Weapon to which it is linked – if it cannot then it may not be used to attack.

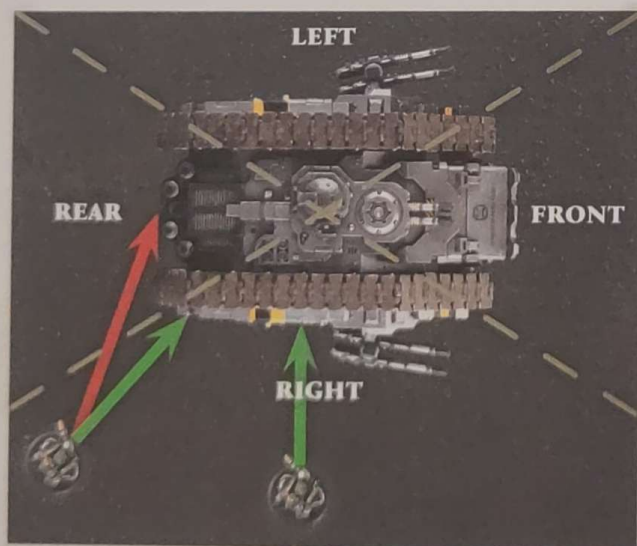


VEHICLES AND DAMAGE

Shooting Attacks may target Models with the Vehicle Type, determining Line of Sight, Range and making Hit Tests as normal. However, when determining if a Model can draw Line of Sight to or determining the Range to a Model with the Vehicle Type, Line of Sight and Range must be determined from the Base edge of the attacking Model to the hull of the Model with the Vehicle Type – not including wings, gun barrels or other projections from the main bulk of the Model.



Once Line of Sight and Range have been established, the Player making the attack must determine which Armour Facing (Front, Side or Rear) will be the target of the attack. To determine which Facing an attack targets, draw two imaginary lines through the corners of the Vehicle to show its Facings and then draw a direct line from the attacking Model to the Target Model, with the point where the line touches the Target Model determining the Facing targeted by the attack.



In the example pictured above, one Salamander can only draw Line of Sight to the right Side Facing of the Iron Warriors Spartan and must attack that facing. However, the other Salamander can draw Line of Sight to both the right Side and Rear Facings. The Player Controlling the Spartan chooses which Facing will be the target of the attack and in this case chooses the Side.

If an attack could target two or more different Facings of a Target Model (if the line drawn strikes the Target Model at an intersection between two facings, for example), the Controlling Player of the Model with the Vehicle Type must choose which Facing will be the target of any attacks. An attack may only ever target a single Facing. In most cases all Hits inflicted by an Attack will target the same Facing, but where an attack results in Hits on more than one Facing these must be resolved separately against the Armour Value of that Facing (see Splitting Fire Groups on page 249 for more details).

In any situation where a Model is hit by a Weapon or attack which fires indirectly or does not otherwise require Line of Sight to its target, Hits are always resolved against the Side Armour Value. The direction a turret is facing on a Model that is the target of an attack has no bearing on what arc of that Model is targeted.

TEMPLATE AND BLAST WEAPONS

If a Model with the Vehicle Type is even partially under a Template or Blast Marker, it is hit on the Facing that the attacking Model draws a Line of Sight to. If the Line of Sight could be drawn to multiple Facings, then the Hit is resolved against the Side Armour.

ARMOUR PENETRATION TEST

When a Model with the Vehicle Type suffers a Hit, no Wound Test is made, instead that Hit must then be resolved with an Armour Penetration Test, with one such Test made for each Hit inflicted on the Model with the Vehicle Type.

To make an Armour Penetration Test, roll a single Dice and add the Strength of the Hit to the result of that Dice roll. Compare that total to the Armour Value of the Facing targeted by the Hit:

- If the total is less than the Armour Value of the targeted Facing, the Hit has no effect and is discarded.
- If the total is equal to the Armour Value of the targeted Facing, the Hit inflicts a Glancing Hit.
- If the total is greater than the Armour Value of the targeted Facing, the Hit inflicts a Penetrating Hit.

RESOLVING DAMAGE

Once all Armour Penetration Tests have been resolved, the following effects are applied to the Model based on the results:

Glancing Hits – A Glancing Hit inflicts no Damage, however for each Glancing Hit, the attacking Player must roll once on the Vehicle Damage Table (see below) in Step 11 of the Shooting Attack process or Step 10 of the Initiative Step process (Players may find it useful to place a marker to remind them of this).

Penetrating Hits – For each Penetrating Hit result, the target Unit suffers 1 Penetrating Hit. If available, any Saving Throws or Damage Mitigation Rolls may be made to discard the Penetrating Hit in the appropriate Step of the attack process (see the Rules for Shooting Attacks on page 250 or Melee Attacks on page 269). If not discarded due to a Saving Throw or Damage Mitigation Roll the Model will lose a number of Hull Points equal to the Damage Characteristic of the Penetrating Hit, which is decided by the Characteristics of the Weapon used to inflict the Penetrating Hit in the same manner as wounds.

VEHICLE DAMAGE TABLE

DICE RESULT

- 1-2 IMPAIRED SENSORS:** The Model gains the Stunned Status.
- 3-4 BROKEN MOTORS:** The Model gains the Pinned Status.
- 5-6 WEAPONS DAMAGED:** The Model gains the Suppressed Status.

If a Model that already has a specific Status would have that Status applied to them again by a result from the Vehicle Damage Table, then they instead lose a single Hull Point (no Saving Throw of any kind or Damage Mitigation Roll may be taken against this).

Removing Vehicle Models as Casualties

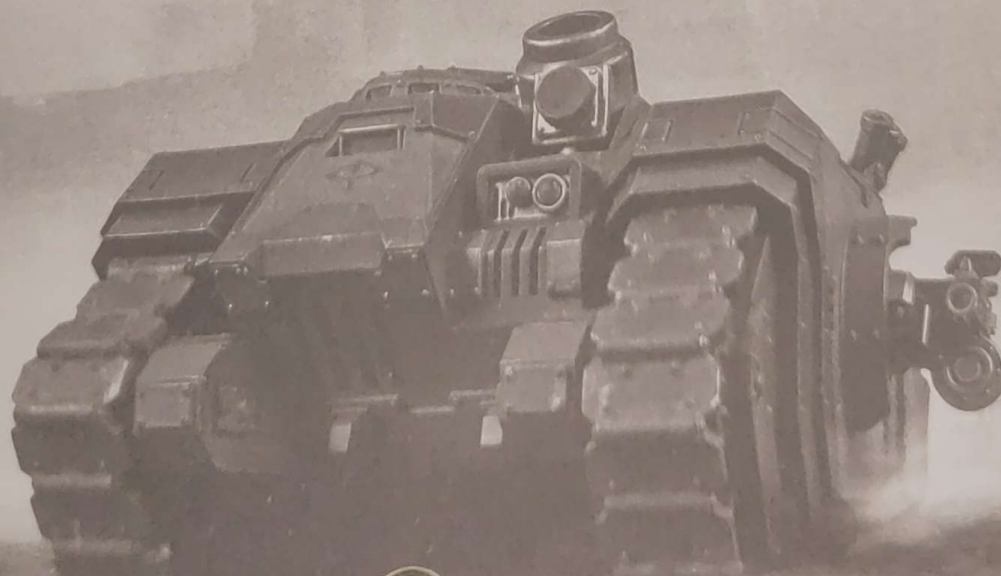
When a Model with the Vehicle Type is reduced to 0 Hull Points, that Model is Removed as a Casualty in the same manner as other Models. However, Players may choose to use the optional Wrecked Vehicles Special Rule to represent the broken hulks of destroyed vehicles.

WRECKED VEHICLES

A Vehicle that is reduced to 0 Hull Points is Removed as a Casualty, which means the Model itself is removed from the Battlefield. Some Players may wish to leave the Model on the Battlefield to represent a wreck. If both Players agree to use the Wrecked Vehicles Special Rule then the following Rules apply:

WRECKED VEHICLES: When a Model with the Vehicle Type is Removed as a Casualty then the Model is replaced with a Wreck. If the Model also has the Explodes (X) Special Rule and that Special Rule is triggered, it is not replaced with a Wreck.

WRECK – A Wreck is a type of Area Terrain that counts as both Difficult and Dangerous Terrain and grants a 6+ Cover Save. For Rules that target it, a Wreck is counted as Light Area Terrain.



VEHICLES IN THE ASSAULT PHASE

Vehicles cannot Charge or make attacks in Combat, but can be Charged and attacked by enemy Units.

Models with the Vehicle Type must abide by a number of restrictions in the Assault Phase, which are listed below:

- A Model with the Vehicle Type may not have a Charge declared for it.
- A Model with the Vehicle Type may not make attacks during the Fight Sub-Phase.
- A Model with the Vehicle Type cannot lock enemy Units in Combat and cannot be Locked in Combat by an enemy Unit.

Those exceptions to this Rule will specifically note this in the Rules for that Sub-Type of Vehicle.

Charging a Vehicle

A Unit may declare a Charge targeting a Unit that includes a Model with the Vehicle Type during the Charge Sub-Phase. The Charge Move is conducted in the same way as for Charging other enemy Units. Models with the Vehicle Type may make Reactions to a Charge declared for an enemy Unit as normal and may make attacks in Step 4 (Make Volley Attacks) of the Charge Procedure if they have any appropriate Weapons.

Attacking Vehicles in Combat

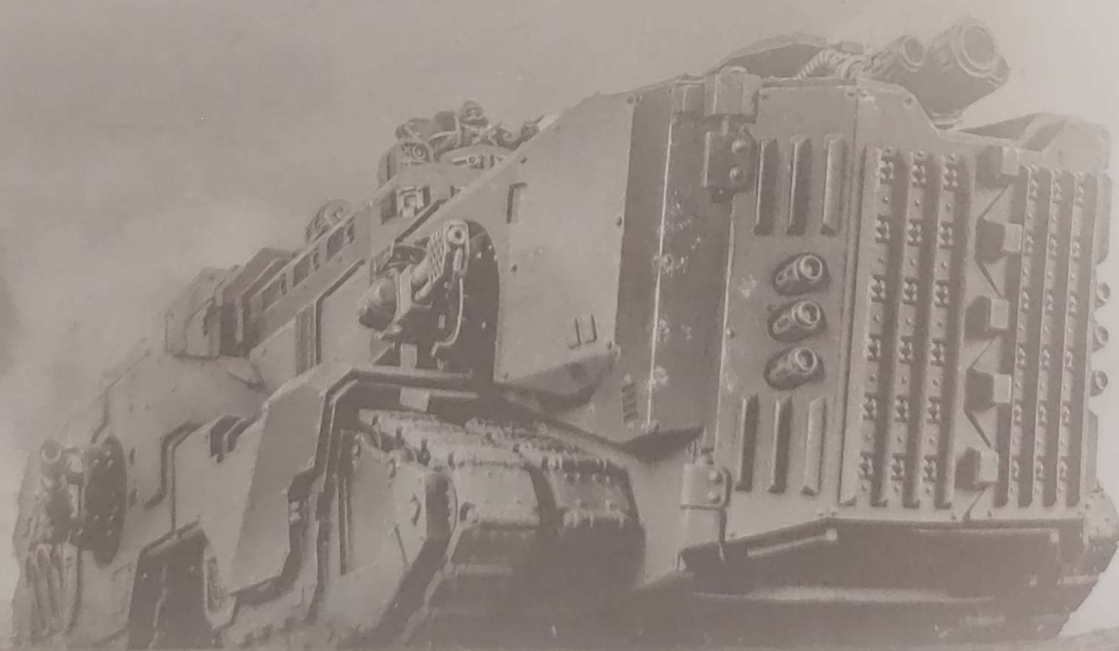
When a Model resolves a Hit Test in Combat targeting a Model with the Vehicle Type, the target Model is treated as having a Weapon Skill Characteristic of 1. Any Hits scored against a Model with the Vehicle Type in a Combat are resolved against the Model's Rear Armour regardless of the positions of Models in Combat. These Hits do not result in Wound Tests, but must be resolved using Armour Penetration Tests as described on page 220.

Combat Resolution

A Combat that includes one or more Models with the Vehicle Type is resolved as normal – though unless other Models are present, it is likely that a Model with the Vehicle Type will lose a Combat as it does not attack.

The Controlling Player of a Unit that includes Models with the Vehicle Type may only choose to Hold (see page 273) with that Unit at the end of any Combat (though this does not limit other friendly Units in the same Combat). In the following Movement Phase a Model with the Vehicle Type may Move as normal and is not considered to be Locked in Combat.

Units that still have Models in Base Contact with a Model with the Vehicle Type during their Controlling Player's Assault Phase may attack it again, just as if they were Locked in Combat, but do not count as having Charged.



VEHICLE SUB-TYPES

The basic Rules for the Vehicle Type apply to all Models of the Vehicle Type. However, the Vehicle Type includes a number of Sub-Types which allow these Rules to properly portray the vast panoply of war machines that took part in the wars of the Horus Heresy. Any Model with the Vehicle Type may also have one or more Sub-Types, each of which modify how it interacts with the basic Vehicle Rules and adds additional Special Rules to represent that particular role on the battlefield. A Model with the Vehicle Type's profile will always show which Sub-Types that Model has, listing them in brackets as part of its Type. The various Vehicle Sub-Types detailed here cover the more common Vehicle variants found on the battlefields of the Horus Heresy, but other books may present new ones.

RAPID

Whether by means of a superior engine, enhanced fuel mix or other arcane technology, some vehicles are able to apply bursts of speed far in excess of other engines of war.

The following Rules apply to all Models with the Rapid Sub-Type:

- A Model with this Sub-Type may Rush – however the additional distance moved when Rushing is not determined by an Initiative Characteristic, but is always an additional 6".
- When Rushing, a Model with this Sub-Type may make Shooting Attacks, but all Shooting Attacks are made as Snap Shots. A Model with this Sub-Type may not make multiple Shooting Attacks in the same Turn as one where it Rushes.
- A Model with both this Sub-Type and the Transport Sub-Type, that the Controlling Player chooses to have Rush in a Turn, may not Disembark any Models in the same Turn (unless required to make an Emergency Disembarkation by another Rule or Special Rule).

STABLE

Certain vehicles are designed to mount one or more large and cumbersome weapons, most often long ranged artillery cannon. Such vehicles are large and heavy enough, or designed with specialised systems to stabilise them whilst they are moving, to allow for the continuous firing of their primary weapons.

The following Rules apply to all Models with the Stable Sub-Type:

- A Model with this Sub-Type always gains any benefits for having remained Stationary when making Shooting Attacks, regardless of whether the Model moved in the preceding Movement Phase or the distance moved. This does not count if the Model has Rushed in the preceding Movement Phase.
- When making multiple Shooting Attacks in the same Shooting Phase, a Model with this Sub-Type does not have to make all attacks as Snap Shots.

SUPER-HEAVY

From the lumbering Baneblade tanks of the Imperial Army to the destructive power of the Legiones Astartes Falchion, all of the war machines that fall into this category are huge armour-clad constructions that each wield enough firepower to destroy an entire army.

The following Rules apply to all Models with the Super-heavy Sub-Type:

- Models with this Sub-Type are not affected in any way by Difficult Terrain or Dangerous Terrain, but may still neither pass through nor end their move in Impassable Terrain.
- A Model with this Sub-Type always gains any benefits for having remained Stationary when making Shooting Attacks, regardless of whether the Model moved in the preceding Movement Phase or the distance moved. This does not count if the Model has Rushed in the Preceding Movement Phase.
- When making multiple Shooting Attacks in the same Shooting Phase, a Model with this Sub-Type does not have to make all attacks as Snap Shots.
- A Model with this Sub-Type may only make Reactions in response to actions undertaken by Units that contain one or more Models with the Paragon Type, Super-heavy Sub-Type, Knight Sub-Type* or Titan Sub-Type*.
- When a Player is instructed to roll on the Vehicle Damage Table for a Model with this Sub-Type, no roll is made. Instead, the Model loses a single Hull Point.
- If a Model with this Sub-Type has a Transport Capacity, then it may transport any number of Units, so long as the number of Models in the transported Units does not exceed the Vehicle's Transport Capacity.

**See Liber Questoris for more details on these Unit Sub-Types.*

FLYERS

The Rules in this section explain how to use aircraft in Age of Darkness Battles.

Models with the Flyer Sub-Type do not operate in the same manner as other Models, thus warranting their own Rules specific to Models with the Flyer Sub-Type. Unlike most Models with the Vehicle Type, the Rules for Models with the Flyer Sub-Type are substantially different to those for other Models and operate outside the bounds of the Core Rules. These Rules are intended to represent high-speed aerial units such as scramjet powered fighters, orbital drop shuttles and bombers, which would not linger in combat airspace over the area represented by the Battlefield. This section details all the Rules specific to the Flyer Sub-Type and their use in a Horus Heresy Battle.

THE FLYER SUB-TYPE

The following Rules are exceptions to the Core Rules that always apply to a Model with the Flyer Sub-Type at all times during a Horus Heresy Battle:

- Whilst on the Battlefield, a Model with the Flyer Sub-Type does not block Line of Sight or the Movement of any Model.
- When moving a Model with the Flyer Sub-Type, ignore all Terrain effects and Rules. However, a Model with the Flyer Sub-Type may still not end a move in or on Impassable Terrain, a Terrain Feature or a Building.
- No Model of any kind may join a Unit that includes a Model with the Flyer Sub-Type.
- A Model with the Flyer Sub-Type can never gain any Tactical Statuses and ignores any Rules that would force it to do so.
- A Model with the Flyer Sub-Type may never be Locked in Combat or attacked in any way during the Assault Phase and may not be targeted by attacks made using a Melee Weapon.
- A Model with the Flyer Sub-Type may never make a Reaction of any kind, unless that Reaction specifically states it may be made by Models with the Flyer Sub-Type – but can be targeted by Reactions.
- When a Player is instructed to roll on the Vehicle Damage Table for a Model with this Sub-Type, no roll is made. Instead, the Model loses a single Hull Point.

Removing Flyers as Casualties

When a Model with the Flyer Sub-Type has its Hull Points reduced to 0, or is otherwise Removed as a Casualty, it is removed from the Battlefield with no further effect.

Flyers and Characteristics

Flyers use the same Characteristics used by other Models with the Vehicle Type. However, all Models with the Flyer Sub-Type use only a single value for their Armour Characteristic – this value is used to resolve all Armour Penetration Hits inflicted on them regardless of which Facing is attacked.

Flyer Combat Assignments

Unlike other Models, which are placed on the Battlefield and move across it, Models with the Flyer Sub-Type are capable of speeds which make it difficult for them to stay within the bounds of the Battlefield for long. As such they are not deployed like other Models and do not move or make attacks in the same manner as other Models. Instead, Models with the Flyer Sub-Type must have a Combat Assignment selected for them that will bring them onto the Battlefield to accomplish specific goals before returning to Aerial Reserves.

As such, all Models with the Flyer Sub-Type must always begin any Battle in a special type of Reserves referred to as Aerial Reserves. Aerial Reserves operate in exactly the same fashion as Reserves, with the exception that only Rules that specifically reference Aerial Reserves can allow Models to enter or leave Aerial Reserves or otherwise modify or affect Models in Aerial Reserves or any Reserve Rolls made for them.

EMBARKING ON FLYERS IN AERIAL RESERVES

In the Start Phase of any Turn, a Unit that is in Reserves may be Embarked upon a Model in Aerial Reserves that has the Flyer Sub-Type. A Unit Embarked in this manner must be comprised of Models capable of Embarking on the Model with the Transport Sub-Type and must not exceed the Transport Capacity of that Model. The Embarking Unit may be joined by any number of Models with the Specialist or Command Sub-Types or the Paragon Type - as long as the total number of Models Embarked does not exceed the Transport Capacity of the Model with the Transport Sub-Type they are Embarking upon.

Once Embarked, the Unit must remain Embarked until the Model with the Transport Sub-Type undertakes a Combat Assignment allowing the Unit to Disembark on the Battlefield. If the Model with the Transport Sub-Type later returns to Aerial Reserves a new Unit may be Embarked upon that Model from Reserves. If a Model with the Flyer and Transport Sub-Types enters Aerial Reserves from the Battlefield with a Unit Embarked upon it then that Unit must remain Embarked and cannot Disembark, nor can Models with the Specialist or Command Sub-Types or the Paragon Type that have joined the Embarked Unit leave it.



Aerial Reserves are rolled for during the Movement Phase as part of the Reserves Sub-Phase, starting on the First Turn of the Battle. For a Model with the Flyer Sub-Type that has not previously been brought into play, this Reserves roll has a Target Number of 3+. This Target Number increases by 1 (to a maximum of 6+) each time that Model returns to Aerial Reserves after having been deployed onto the Battlefield.

The Controlling Player of a Model that is returned to Aerial Reserves may choose to instead remove that Model from the Battle, as long as that Model has no other Models Embarked upon it. A Model removed from the Battle in this manner is not considered destroyed and no opposing Player may score Victory Points for its removal, but the removed Model may take no further part in the Battle and may not be returned to the Battlefield for any reason.

Once a Reserves Test has been passed for a Model, the Controlling Player MUST assign it a Combat Assignment before ending the Reserves Sub-Phase and declare that Combat Assignment to the Opposing Player. The Combat Assignments that may be selected for a Model with the Flyer Sub-Type are listed here, though other publications may present additional Missions:

Drop Mission – The goal of a Drop Mission is to land the Model with the Flyer Sub-Type and allow any Embarked Units to Disembark, before the Model with the Flyer Sub-Type returns to Aerial Reserves.

Extraction Mission – The goal of an Extraction Mission is to remove a friendly Unit from a dangerous position, allowing them to recover from Tactical Statuses and be returned to the Battlefield in a subsequent Turn on a Drop Mission.

Strike Mission – The goal of a Strike Mission is to make Shooting Attacks while presenting a minimal target to enemy Units, and then return to Aerial Reserves.

Strafing Run – The goal of a Strafing Run is to maximise Shooting Attacks at the cost of presenting an easier target to enemy attacks, before returning to Aerial Reserves.

ADVANCED REACTION: COMBAT AIR PATROL

This Advanced Reaction allows a Unit composed entirely of Models with the Interceptor Trait that is in Aerial Reserves to attack enemy Flyers moving into play from Reserves.

Trigger: The Reactive Player may declare a Combat Air Patrol Advanced Reaction whenever the Active Player brings a Unit into play from Aerial Reserves.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Combat Air Patrol Advanced Reaction – this cost paid as soon as the declaration is made.

Target: For a Combat Air Patrol Advanced Reaction, the Target Model is always the enemy Model that was brought into play from Aerial Reserves and triggered this Reaction.

Process

1. Once declared, the Reactive Player must select one Unit under their control that is in Aerial Reserves and is composed entirely of Models with the Interceptor Trait. This Unit is hereafter referred to as the 'Reacting Unit'. A Unit including Models with the Flyer Sub-Type may be selected as the Reacting Unit.
2. Once the Target Model has completed the Move associated with its Combat Assignment, but before any Units have Disembarked from the Target Model, the Reactive Player may place the Reacting Unit anywhere on the Battlefield Edge and then move it up a number of inches equal to its Movement Characteristic straight forwards without turning.
3. Once this move is complete, the Reactive Player may make a single Shooting Attack with the Reacting Unit that must target the Target Unit.
4. Once this Shooting Attack has been completely resolved, the Reacting Unit is removed from play and returned to Aerial Reserves.

COMBAT ASSIGNMENT: DROP MISSION

Once assigned a Drop Mission in the Reserves Sub-Phase, a Model must be immediately placed onto the Battlefield by its Controlling Player. The Model may be placed anywhere along the edge of the Battlefield Edge that is within the Controlling Player's Deployment Zone. This deployment can trigger the Intercept Advanced Reaction, but any attacks made at the Model are made as Snap Shots. If the Model is Removed from Play by a Shooting Attack made as part of an Intercept Advanced Reaction, in addition to making an Emergency Disembarkation, the Controlling Player of any Embarked Units must roll one Dice for each Model in each Embarked Unit. For each result of 1, that Unit suffers a wound with an AP Characteristic of 2 and a Damage Characteristic of 2. No Cover Save or Damage Mitigation Rolls may be made to discard this wound, but Invulnerable Saves may still be made.

In the Movement Phase, a Model with a Drop Mission can be selected and must then move up to a number of inches equal to its Movement Characteristic straight forwards without turning. At this point a Combat Air Patrol can be declared by the Reactive Player. Once any Combat Air Patrol Reactions have been resolved, any Units Embarked on a Model that has been assigned a Drop Mission may Disembark as normal. Note that the Model assigned the Drop Mission uses the edge of its Base as an Access Point.

In the Shooting Phase, a Model that has been assigned a Drop Mission may make Shooting Attacks, but may only attack with Defensive Weapons. At the end of the Controlling Player's Shooting Phase, the Model assigned a Drop Mission is removed from play and returned to Aerial Reserves.

COMBAT ASSIGNMENT: EXTRACTION MISSION

A Model assigned an Extraction Mission must have the Transport Sub-Type and may not have any Units Embarked upon it when assigned an Extraction Mission. Once assigned an Extraction Mission in the Reserves Sub-Phase, a Model must be immediately placed onto the Battlefield by its Controlling Player. The Model may be placed anywhere along the Battlefield Edge that is within the Controlling Player's Deployment Zone. This deployment can trigger the Intercept Advanced Reaction, but any attacks made at the Model are made as Snap Shots.

In the Movement Phase, a Model with an Extraction Mission can be selected and must then move up to a number of inches equal to its Movement Characteristic straight forwards without turning. At this point a Combat Air Patrol can be declared by the Reactive Player. Once any Combat Air Patrol Reactions have been resolved, an eligible Unit that has all of its Models within 2" may Embark upon the Model performing the Extraction Mission, even if that Unit has a Tactical Status that would prevent it from being able to Embark. Note that the Model assigned the Extraction Mission uses the edge of its flying base as an Access Point.

In the Shooting Phase, a Model that has been assigned an Extraction Mission may make Shooting Attacks, but may only attack with Defensive Weapons. At the end of the Controlling Player's Shooting Phase, the Model assigned an Extraction Mission is removed from play and returned to Aerial Reserves. Any Units Embarked upon the Model assigned an Extraction Mission remain Embarked while this Model is in Aerial Reserves, but any Tactical Statuses the Models in the Embarked Unit have are removed.



COMBAT ASSIGNMENT: STRIKE MISSION

Once assigned a Strike Mission in the Reserves Sub-Phase, a Model must be immediately placed onto the Battlefield by its Controlling Player. The Model may be placed anywhere along the Battlefield Edge that is within the Controlling Player's Deployment Zone. This deployment can trigger the Intercept Advanced Reaction, but any attacks made at the Model are made as Snap Shots.

In the Movement Phase, a Model with a Strike Mission can be selected and must then move up to a number of inches equal to its Movement Characteristic straight forwards without turning. At this point a Combat Air Patrol can be declared by the Reactive Player. A Unit Embarked on a Model that has been assigned a Strike Mission may not Disembark, nor may any Unit Embark upon the Model assigned a Strike Mission.

In the Shooting Phase, a Model that has been assigned a Strike Mission may make Shooting Attacks, but may only attack with Weapons that have the Centreline Arc of Fire or the 'Guided Missile' Trait. Attacks made with a Weapon that has the Centreline Arc of Fire must be made as Snap Shots unless another Rule or Special Rule dictates otherwise. At the end of the Controlling Player's Shooting Phase, the Model assigned a Strike Mission is removed from play and returned to Aerial Reserves.

COMBAT ASSIGNMENT: STRAFING RUN

Once assigned a Strafing Run in the Reserves Sub-Phase, a Model must be immediately placed onto the Battlefield by its Controlling Player. The Model may be placed anywhere along the edge of the Battlefield Edge that is within the Controlling Player's Deployment Zone. This deployment can trigger the Intercept Advanced Reaction, but any attacks are not resolved as Snap Shots unless another Rule or Special Rule dictates otherwise.

In the Movement Phase, a Model assigned a Strafing Run can be selected and must then move up to a number of inches equal to no more than half its Movement Characteristic in any direction. At this point a Combat Air Patrol can be declared by the Reactive Player. A Unit Embarked on a Model that has been assigned a Strafing Run may not Disembark, nor may any Unit Embark on a Model that has been assigned a Strafing Run.

In the Shooting Phase, a Model that has been assigned a Strafing Run may make Shooting Attacks with any Weapons it has. At the end of the Controlling Player's Shooting Phase, the Model assigned a Strafing Run is removed from play and returned to Aerial Reserves.





TRANSPORTS

Some Models are capable of carrying other Models across the Battlefield – these Rules explain how this works.

Models with the Transport Sub-Type can 'move' other Models, representing those Models being carried by the Model with the Transport Sub-Type. This requires the use of a number of Rules to explain how Models 'get into' other Models, what happens to them while 'on board' another Model and how they leave the Model carrying them, all of which are explained in this section.

All Models with the Transport Sub-Type are bound by a set of Rules regarding how they operate:

- All Models with the Transport Sub-Type have a Transport Capacity Characteristic, which determines the maximum number of Models that can Embark upon it – one Model per point of Transport Capacity, unless another Rule states otherwise.
- Only Models with the Infantry or Paragon Type may Embark or Disembark upon a Model with the Transport Sub-Type.
- A Unit may only Embark on a Model with the Transport Sub-Type if all Models in the Embarking Unit have the same Faction Trait as the Model with the Transport Sub-Type.
- A Model with the Transport Sub-Type may only have a single Unit Embarked upon it at any one time (Models with the Specialist or Command Sub-Types or Paragon Type that have joined a Unit are considered part of that Unit and may Embark alongside it).
- A Unit may not be partially Embarked on a Model with the Transport Sub-Type – either all or no Models in a Unit may be Embarked on a given Model.
- If a Unit with the Transport Sub-Type has a Unit Embarked upon it, the Embarked Unit is not considered part of the same Unit. The two remain separate Units for all purposes.

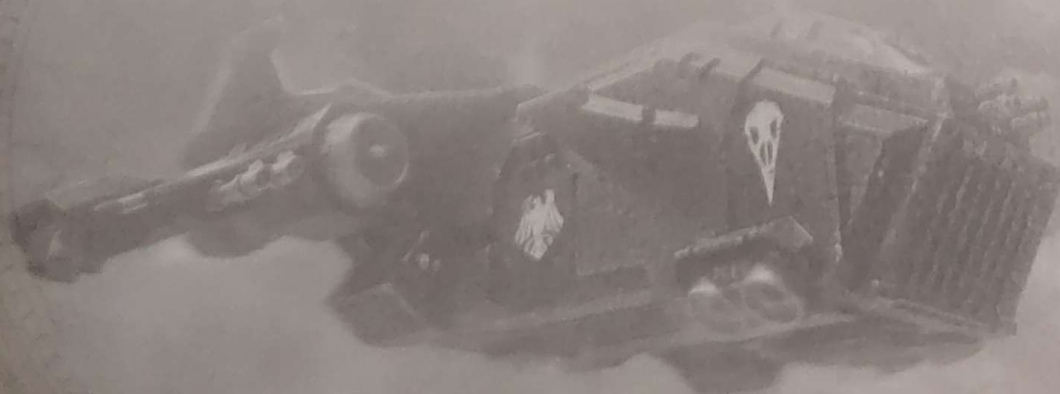
EMBARKING AND DISEMBARKING

The main function of the Transport Sub-Type is to allow other Units to Embark or Disembark from a Model that has that Sub-Type. Embarking is the Rules term for when a Unit is removed from play to represent it boarding or otherwise getting onto another Model that then carries it, while Disembarking is the Rules term for when that Unit re-enters play by getting off of the Model that was carrying it.

Units can usually only Embark or Disembark during the Movement Phase, and no Unit may both Embark and Disembark in the same Movement Phase. However, if a Model with the Transport Sub-Type is Removed as a Casualty while a Unit is Embarked upon it, then the Embarked Unit must attempt an Emergency Disembarkation even if it had Embarked in the same Phase.

When Embarked upon a Model with the Transport Sub-Type, there are a number of Rules that apply to the Embarked Unit:

- A Unit Embarked on a Model with the Transport Sub-Type may not be targeted by any attack, Special Rule or other effect. They are treated as if they had been removed from play temporarily.
- No Model in a Unit that is Embarked upon another Model may make an attack, Reaction or otherwise take an action.
- All effects generated by a Model, such as the effects of the Fear (X) Special Rule, cease to have any further effect when that Model is Embarked upon another Model.
- If a Unit that has a Status Embarks upon a Model with the Transport Sub-Type then the Model with the Transport Sub-Type is not affected by that Status – but the Embarked Unit retains the Status and may not have any Checks made to remove it until the Unit Disembarks.
- Any attacks, Statuses or other effects that apply to a Model with the Transport Sub-Type have no effect on a Unit Embarked upon it.



EMBARKING

Embarking covers the Rules for moving Units 'into' transports.

When selected during the Move Sub-Phase of the Movement Phase, the Controlling Player may have a Unit Embark on a friendly Model that has the Transport Sub-Type. The Model upon which the Unit is attempting to Embark must have a Transport Capacity high enough for all Models in the Unit to Embark – if the Transport Capacity is not high enough then any attempt to Embark is automatically unsuccessful.

To Embark upon a Model with the Transport Sub-Type, a Unit must end or begin the Move Sub-Phase with all Models in the Unit within 2" of any point on a Facing on that Model that has an Access Point.

ACCESS POINTS

Each Model with the Transport Sub-Type will have a number of Access Points defined in its entry. These are the doors, ramps and hatches that passengers use to get in and out of the Vehicle. All Access Points are defined as being within a specific Facing, corresponding to one of the four Armour Facings that most Models with the Vehicle Type have – for example, a Rhino has one Rear Access Point, and Access Points on both Side Facings. An Access Point must be physically represented on the noted Armour Facing, and when Models are Embarking or Disembarking using that Access Point they count all points on that Armour Facing as an Access Point. Where a Model has two Side Access Points, this indicates one Access Point on each Side Facing. If a Model has an Access Point on only one Side Facing, then this will be noted as Side (Left) Access Point or Side (Right) Access Point to indicate which Facing the Access Point is present on.

Models that do not have the Vehicle Type but that do have the Transport Sub-Type and a Base, count the entirety of the edge of their Base as an Access Point, regardless of the facing of any Access Points they have. Likewise, Models with the Flyer Sub-Type that are mounted on Flying Bases also count the entirety of the edge of their Base as an Access Point.

If any Models in the Embarking Unit are more than 2" from a Facing on the Transport Model that has an Access Point, then no Models can Embark and the Unit remains in play. If all Models in the Embarking Unit are within 2" of a Facing on the Model with the Transport Sub-Type that has an Access Point, then all Models in the Unit are removed from the Battlefield. Players may find it useful to mark or otherwise note which Unit has Embarked on which Model with the Transport Sub-Type and this information should be declared to all Players.

The entire process of Embarkation is resolved during the activation of the Embarking Unit during the Move Sub-Phase, and as such does not interfere with the activation and movement of the Model the Unit Embarks on. A Model may have Units Embark on it after it has been activated and moved, and also may be activated (if it has not already been activated) and then moved during the Move Sub-Phase after another Unit has Embarked on it.

DISEMBARKING

Disembarking covers the Rules for moving Units 'out' of Transports.

During the Move Sub-Phase of the Movement Phase, when a Player selects a Model with the Transport Sub-Type that they control, the Player may choose to Disembark a Unit Embarked upon that Model (as long as that Unit did not Embark in the same Movement Phase). A Unit may only Disembark before the Model it is Embarked upon has moved or after it has finished moving, not part way through a Unit's move. Once a Unit has Disembarked from a Model that has moved in that Move Sub-Phase, the Model it was Embarked upon may not move any further that same Phase. Conversely, a Model that has not yet moved, but from which a Unit has Disembarked, may still move as normal.

PLACING DISEMBARKED MODELS

When a Unit Disembarks, place the Models one at a time, using the following method:

1. The Controlling Player of the Disembarking Unit selects one Model from that Unit and places it in Base Contact with any point on a Facing on the Model upon which they are Embarked that has an Access Point. If a Model has no listed Access Points, but has a Base, then the edge of its Base is considered an Access Point. When Disembarking, a Model's Base cannot be placed within 1" of an enemy Model or within Impassable Terrain. If there is no other location for the Disembarking Model to be placed then it is instead Removed as a Casualty.
2. Once a Disembarking Model has been placed, the Controlling Player may make a normal move for that Model. Models and Units that make a normal move as part of the Disembarkation process may not be selected and moved again in that Movement Phase. If the Controlling Player chooses not to make a normal move then the Models in the Unit which has Disembarked do not count as being Stationary, are considered to have moved and can trigger Reactions that trigger from an enemy Unit making a move. Dangerous Terrain Tests should be taken as normal and other types of Terrain affect a Model's Movement Characteristic as normal.
3. Repeat this process for each Model in the Unit. At the end of the Disembarkation, all Models in the Disembarking Unit must be in Unit Coherency. If, for any reason, any Models from the Unit that is Disembarking are not in Unit Coherency after having Disembarked, then those Models are Removed as Casualties.

DISEMBARKATION AND SHOOTING OR CHARGING

After Disembarking, Units may be used to make Shooting Attacks in the Controlling Player's subsequent Shooting Phase, but count as having moved that Turn, and may have a Charge declared for them in the Controlling Player's subsequent Assault Phase. Note that, unless the Model from which a Unit Disembarked has the Assault Vehicle Special Rule, all Charges declared for Units that have Disembarked in the same Player Turn must be resolved as Disordered Charges.

EMBARKING, DISEMBARKING AND REACTIONS

A Unit making a Reaction that allows the Unit to be moved may Embark upon a friendly Model with the Transport Sub-Type, but must follow all of the restrictions noted in the Rules for Embarking. However, as a Unit Embarked on another Model is considered to no longer be on the Battlefield, an Embarked Unit may not make a Reaction – and thus a Reaction may never be used to allow a Unit to Disembark. The only exception to this is a Reaction made for another Unit which forces a Target Model to have all Units Embarked upon it to make an Emergency Disembarkation.

EMERGENCY DISEMBARKATION

Some Rules will instruct a Player to have a Unit make an Emergency Disembarkation. This is done using the following procedure:

1. The Controlling Player of the Unit making an Emergency Disembarkation selects one Model from that Unit and places it anywhere in Base Contact with the hull or Base of the Model it was Embarked upon. When Disembarking, a Model's Base cannot be placed within 1" of an enemy Model or within Impassable Terrain. If there is no other location for the Disembarking Model to be placed then it is instead Removed as a Casualty.

2. Once a Disembarking Model has been placed, it remains in contact with the Model with the Transport Sub-Type that it was Embarked upon and may not be moved, then the next Model in the Unit making an Emergency Disembarkation must be placed. Models placed after the first must be placed in Base Contact with the hull or the Base of the Model it was Embarked upon if possible.
3. If any Models making an Emergency Disembarkation after the first cannot be placed in contact with the hull or Base of the Model on which they were Embarked then they may instead be placed in Base Contact with another Model from the same Unit that has already been placed as part of the Emergency Disembarkation.
4. Repeat this process until all Models from the Unit making an Emergency Disembarkation have been placed on the Battlefield – unlike a regular Disembarkation they do not need to be in Unit Coherency. Any Model making an Emergency Disembarkation that cannot be placed on the Battlefield using the Rules presented here must instead be Removed as a Casualty.
5. Once all Models from a Unit making an Emergency Disembarkation have been placed on the Battlefield then a Cool Check must immediately be made for that Unit. If this Check is failed then the Unit that made the Emergency Disembarkation gains the Pinned Status.

TRANSPORTS, SPECIALISTS, COMMAND AND PARAGONS

If a Unit that includes Models with the Specialist and/or Command Sub-Types or the Paragon Type is Embarked on a Model with the Transport Sub-Type, then those Models may not leave that Unit while it is Embarked or on the Turn in which the Unit Disembarks or makes an Emergency Disembarkation. Nor may a Model with the Specialist or Command Sub-Type or the Paragon Type Embark on a Model with the Transport Sub-Type that already has a Unit Embarked upon it with the intent of 'joining' the Unit. No Model may join or leave a Unit that is Embarked on another Model.

REMOVING TRANSPORTS AS CASUALTIES

If a Model with the Transport Sub-Type that has a Unit Embarked upon it must be Removed as a Casualty, then before the Model is removed from the Battlefield the Unit Embarked upon it must first make an Emergency Disembarkation. This Emergency Disembarkation is made before any other effects – such as the Model it was Embarked upon causing Hits or wounds due to its destruction, however, no damage from the attack that caused the Model with the Transport Sub-Type to be Removed as a Casualty is transferred to the Unit Embarked upon it. Once all Models in the Unit Embarked on the Model have made an Emergency Disembarkation and any other effects have been resolved, the Model with the Transport Sub-Type is removed from play.

BATTLEFIELD TERRAIN

This section contains the Rules you'll need to represent Terrain on the Battlefield.

Battlefield Terrain is the Rules term for any area of the Battlefield that is intended to represent a Terrain Feature, such as an area of woods, a hill or ruined building. Such areas are physically represented by a Model, but they are not counted as Models for the purposes of these Rules. All Terrain is uncontrolled by any Player, it does not move or Attack, though some Areas of Terrain can be damaged or Removed as Casualties.

As such, the following Rules apply to all Areas of Terrain or Terrain pieces:

- Terrain is never controlled by any Player.
- Terrain may not make attacks of any kind.

TERRAIN LEVELS

Some Terrain may be described as having levels. This indicates that that Terrain has one or more discrete floors or platforms that are elevated from the base surface of the Battlefield and are large enough for one or more Models to be positioned on them. The surface of the Battlefield is never considered a level (or can be thought of as level 0 Terrain or 'Ground Level'), even where it undulates or otherwise rises above the base level of the gaming surface. Other elements of Terrain that include discrete levels should be noted and defined by the players at the start of the Battle, indicating what level each is.

Levels should be numbered, indicating how many 'steps' up from the base level of the Battlefield they are. The Rules always consider the vertical distance required to Move from one level to another immediately above or below the current level to be 3". For example, a platform one step up from the base surface of the Battlefield would be level one, the platform above that would be level two, etc.

Most attacks with a range greater than 0 can target other levels of Terrain freely, measuring range and determining Line of Sight as per the standard rules. However, if an attack using the Blast (X) or Template Special Rule is used to attack a Model on a level of Terrain above the base surface of the Battlefield, it may only affect Models on a single level. If an attack using

WHAT DOES YOUR TERRAIN COUNT AS?

These Rules present Terrain simply as Rules and without reference to specific examples of what those Rules apply to. Due to the wide variety of Terrain in use by Players, it would be extremely difficult for us to indicate which Rules apply to which pieces of scratch built Terrain possessed by the average Player without creating some amount of confusion. As such, these Rules leave the task of defining what each piece of Terrain in a Player's collection counts as to the Players themselves. The only Rule we apply is that the Players must decide and make known to all Players what each piece of Terrain on the Battlefield counts as before any Models or Objectives are deployed. Where Missions or organised play formats require a pre-set Terrain layout, what each piece of Terrain counts as should be defined by the Mission Rules or the organisers of the event.

the Blast (X) Special Rule Scatters it may still only Hit Models that were on the numbered level declared as its original target (it is assumed that the projectile airbursts above ground level). For Weapons with the Template Special Rule, an attack may only affect enemy Models on the same numbered level as the Model for which the attack is made. For Weapons with the Blast (X) Special Rule only Models on the same level as the initial target may be hit.

If a weapon with both the Barrage (X) Special Rule and the Blast (X) Special Rule is used to attack a Model on a level of Terrain above the base surface of the Battlefield, it may only affect Models on a single level. However, the level the attack hits is decided by the final position of the hole at the centre of the Blast Marker after any Scatter Rolls have been made. The attack must always target the uppermost level that wholly occludes the hole at the centre of the blast marker – only Models that are on that level suffer Hits due to this attack. If more than one level occludes the hole, then the uppermost floor is the one targeted by the attack. If, at the end of Step 3 of the Shooting Attack procedure, before any Hit Tests are made, an attack that only includes weapons that have both the Barrage (X) and Blast (X) Special Rules is unable to target a level that includes any enemy Models from the target Unit, then the Attacking Player may choose to return to Step 1 and select a different Target Unit or end the Shooting Attack.

TERRAIN TYPES

The Horus Heresy – Age of Darkness Rules feature several main types of Battlefield Terrain: Open Terrain, Terrain Pieces, Area Terrain, Difficult Terrain, Dangerous Terrain, Impassable Terrain and Buildings.

OPEN TERRAIN

Open Terrain imposes neither penalty or benefit.

Open Terrain is the Rules term used to refer to any area of the Battlefield that has no Terrain, offering neither penalty or benefit to any Player or Model that occupies it. No additional Rules are needed for Open Terrain and, unless otherwise specified, Special Rules and abilities that affect Terrain do not affect Open Terrain. If the Battlefield incorporates distinct plateaus of raised Open Terrain that sit above the main area of the Battlefield then it is left to Players to agree and designate if these form a separate level.

TERRAIN PIECES

Terrain Pieces block Line of Sight.

Terrain Pieces are physically represented by a Model, but do not have Profiles or Characteristics – they may not be targeted by attacks or affected by any Rule or other effect unless a Special Rule specifies otherwise. Some Terrain Pieces may have Bases, but these are ignored for the purposes of measuring distances or adjudicating the placement of Models – other Models may be placed on top of a Terrain Piece Base, and never count as being in Base Contact with a Terrain Piece.

Some Terrain Pieces may have additional Special Rules – in all cases these will be detailed by the Special Rule itself.

AREA TERRAIN

Area Terrain grants Cover Saves.

A zone of closely packed Terrain is considered Area Terrain. Any Area Terrain on the Battlefield must have a clearly delineated zone which it covers, as agreed by all Players. As with Terrain Pieces, some Area Terrain may have a Base, but these are ignored for the purposes of measuring distances or adjudicating the placement of Models – other Models may be placed on top of an Area Terrain Base, and never count as being in Base Contact with Area Terrain. When placing a zone of Area Terrain, the Players must define a boundary for that zone of Area Terrain. This can be the Base, if the zone has one, or any other clear boundary point that shows where the Area Terrain begins and ends.

Any Model that is within the boundary of a zone of Area Terrain is eligible for a Cover Save (see page 198) and all zones of Area Terrain are also considered Difficult Terrain. The Cover Save provided by a given zone of Area Terrain is determined by its class, either Light Area Terrain, Medium Area Terrain or Heavy Area Terrain, as noted below:

- **Light Area Terrain** provides a 6+ Cover Save to all Models within its boundaries.
- **Medium Area Terrain** provides a 5+ Cover Save to all Models within its boundaries.
- **Heavy Area Terrain** provides a 4+ Cover Save to all Models within its boundaries.

Medium Area Terrain blocks Line of Sight if that Line of Sight passes through more than 3" of an Area of Terrain. Heavy Area Terrain always blocks Line of Sight, Models within Heavy Area Terrain cannot ever draw Line of Sight to any other Models and Models outside of Heavy Area Terrain cannot draw Line of Sight to Models within Heavy Area Terrain. Line of Sight can never be drawn through Heavy Area Terrain, regardless of the distance covered by the Terrain. Light Area Terrain does not block Line of Sight.

Some Areas of Terrain may include multiple levels, such as ruins with more than one floor upon which Models can be placed. These follow all of the usual Rules for Terrain levels, and the floors are all considered as being within the same Area of Terrain – with the exception that Weapons with the Blast (X) and Barrage Special Rules are only required to attack the uppermost floor if the Target Model or point on the Battlefield is on one of the numbered floors or on the Battlefield surface directly under the first Terrain level. This is intended to stop attacks targeting Models distant from any levels within an Area of Terrain being unfairly protected from attack by Weapons with the Barrage Special Rule.

DIFFICULT TERRAIN

Difficult Terrain slows down Models moving through it.

Tangled or otherwise restrictive Terrain is considered Difficult Terrain. Note that an Area of Difficult Terrain does not grant a Cover Save unless it is within a zone of Area Terrain.

Moving into Difficult Terrain

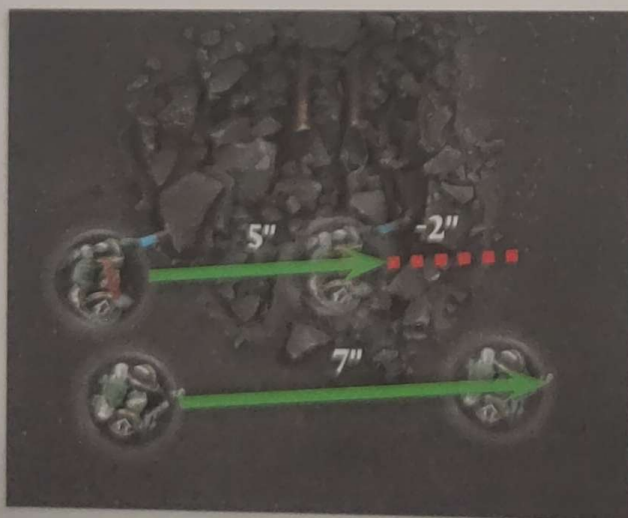
If a Unit starts a Move outside any Area of Difficult Terrain, but includes Models that could potentially enter an Area of Difficult Terrain, the Player must declare if they want their Unit to enter any Area of Difficult Terrain as part of their move. If the Controlling Player chooses not to enter any area of Difficult Terrain the Unit moves as normal, but no Models in the Unit may enter any area of Difficult Terrain. If the Controlling Player chooses for any Model in the Unit to enter any area of Difficult Terrain, then a modifier of -2 is applied to the Movement Characteristic of those Models only for the duration of that Movement Phase. If the application of this modifier would leave the Unit unable to reach an area of Difficult Terrain it is still applied, even if the Controlling Player alters the Unit's movement and no longer intends it to enter Difficult Terrain.

Moving within Difficult Terrain

If any Models in a Unit start their move within an Area of Difficult Terrain, then those Models must reduce their Movement Characteristic by -2 during that Movement Phase.

Charging through Difficult Terrain

Difficult Terrain has no effect on either Set-up Moves or Charge Moves, and no penalty to the distance moved is applied to these types of move.



DANGEROUS TERRAIN

Dangerous Terrain can inflict wounds on Models.

Dangerous Terrain follows all the Rules for Difficult Terrain and, in addition, any Model that enters, leaves or moves through an Area of Dangerous Terrain must make a Dangerous Terrain Test. This Test must be made immediately when a Model moves into an Area of Dangerous Terrain or begins a move while within an Area of Dangerous Terrain.

Dangerous Terrain Tests

To take a Dangerous Terrain Test, the Player controlling a Model that has moved into or through an Area of Dangerous Terrain must roll a Dice. On a result of '1', that Model suffers a wound with an AP of 2 and a Damage Characteristic of 1. No Armour Save, Cover Save or Damage Mitigation Roll may be made to discard this wound, but Invulnerable Saves may still be made.

Once a Dangerous Terrain Test has been made for a given Model in a Phase, then no further Dangerous Terrain Tests are taken for that same Model in the same Phase, regardless of whether it enters further Areas of Dangerous Terrain.

IMPASSABLE TERRAIN

Models may not move into or onto Impassable Terrain.

Unless noted otherwise in their Special Rules, Models cannot enter, cross, move into or move through Impassable Terrain – they must go around. The exception to this Rule include Models with the Antigrav or Flyer Sub-Types (see pages 178 and 224 respectively) which may move over, but not end their move in, Impassable Terrain.

BUILDINGS

Buildings are similar to immobile Transport Vehicles.

Buildings are a special Type of Model, and are bound by the following Rules:

- Buildings are not, and cannot be, controlled by any Player.
- Buildings may be targeted by Shooting Attacks and Charges.
- Buildings have the Armour, Transport Capacity and Hull Points Characteristics.
- Buildings may never be moved by either Player, and no Rule, Special Rule or other effect can move or re-deploy a Building.
- All Glancing Hits inflicted on a Building inflict 1 point of Damage and no roll on the Vehicle Damage Table is ever made for a Building.
- Buildings are all considered to have the Transport Sub-Type and any Player may Embark a Unit onto a Building, but only one Unit may be Embarked on a Building at any one time.

Building Armour Values

All Buildings are treated as having only one Facing, and thus have only a single value for Armour, which is used against all attacks, no matter their point of origin.

BUILDINGS IN THE HORUS HERESY

Buildings are not selected as part of any Army, they are treated as a type of Terrain. The following profiles can be used to represent Buildings in the Age of Darkness

– Players must reach an agreement on which Terrain Models represent Buildings and which profile will be used for them before any Battle is begun.

	ARMOUR	HULL POINTS	TRANSPORT CAPACITY
Small Building	8	8	6
Medium Building	11	10	12
Large Building	13	12	22



Buildings and Weapons

Normally a Building has no Weapons, however if both Players agree then a Building may be granted one or more Weapons. These Weapons must be clearly shown on the Building and assigned a Fire Arc using the Rules for Vehicle Fire Arcs. A Player that has at least one friendly Unit Embarked within a Building may attack with those Weapons, using the majority Ballistic Skill of the Embarked Unit for any Hit Tests.

Attacking Buildings

When determining if a Building can be targeted by a Shooting Attack or Charged and fought in Combat, or affected by a Special Rule, treat the Building as a Vehicle unless it is specifically stated otherwise. When attacking a Building, make Hit Tests and Armour Penetration Tests as if it were a Vehicle. In Combat, Buildings are hit automatically and treated as having a Movement Characteristic of '0' and can be attacked with Weapons that have the Detonation Special Rule.

If a Building suffers a Glancing Hit then that Building suffers 1 point of Damage, regardless of the Damage Characteristic of the Hit. If a Building suffers a Penetrating Hit, then that Building suffers Damage equal to the Damage Characteristic of the Hit.

When a Building has its Hull Points Characteristic reduced to 0, it is Removed as a Casualty and replaced by a zone of Medium Area Terrain that is also Difficult Terrain granting a 5+ Cover Save that covers the same area as the Building previously occupied. Any Unit Embarked on a Building that is Removed as a Casualty must immediately Disembark before the Building is removed and must take a Panic Check once the Building has been Removed as a Casualty.

Battlements

The roof spaces of many Buildings are identified as Battlements. Whilst all Battlements are built on top of a Building, Battlements are not themselves treated as Buildings. Battlements are treated as a zone of Medium Area Terrain that grants a 5+ Cover Save and count as an Access Point for the Building they serve as the roof for.

Victory Points

Unless otherwise agreed by all Players, or stated by a Mission Special Rule, no Victory Points are ever scored when a Building is Removed as a Casualty.

Designer's Note

The Building Rules presented here are intended to be low impact, allowing for a basic use of generic buildings as scenery pieces rather than representing dedicated military fortifications. Future publications will offer more comprehensive Rules for urban warfare and the use of more formidable military fortifications as part of a Battle.





THE RULES OF BATTLE

"Battle is governed by a cruel and inescapable logic. Firepower is weighed against the numbers of the foe and whichever proves greater will decide the victor. In the face of such a brutally simple rule, all the overwrought artifice of strategy is a false hope for the doomed."

Attr. Perturabo, Lord of Olympia and Master of the Iron Warriors

The structure of a Battle is detailed in this section. It includes the sequence of actions that Players will need to follow in order to properly resolve a Battle and organises those actions into Turns and Phases. The Rules of Battle details the sequence of actions in a Turn and then a separate section for each Phase.

Designer's Note

Unlike other editions of the Age of Darkness game, we have chosen to place all of the 'when to do things' Rules in discrete sections after the 'how to do them' Rules. The Rules of Battle are subdivided into sections for each of the Phases, arranged in the order that Players must resolve them, allowing for them to be most easily referenced during play.

THE TURN SEQUENCE

This section details how a Battle is divided into Turns and the Phases that make up those Turns.

Every Battle is organised into a number of Battle Turns, usually four. Each Battle Turn includes two Player Turns, one for each Player in the Battle during which that Player moves and attacks with the Units under their control. The Turn Sequence is the order in which the various Phases of each Player Turn are taken and dictates when certain actions may be taken and by which Units.

The following is the Turn Sequence in full:

THE PLAYER TURN

- **THE START PHASE**
 - The Effects Sub-Phase
- **THE MOVEMENT PHASE**
 - The Reserves Sub-Phase
 - The Move Sub-Phase
 - The Rout Sub-Phase
- **THE SHOOTING PHASE**
 - The Attack Sub-Phase
 - The Morale Sub-Phase
- **THE ASSAULT PHASE**
 - The Charge Sub-Phase
 - The Challenge Sub-Phase
 - The Fight Sub-Phase
 - The Resolution Sub-Phase
- **THE END PHASE**
 - The Effects Sub-Phase
 - The Statuses Sub-Phase
 - The Victory Sub-Phase

In any Battle, play will begin with a Player taking the first Player Turn, during which they are considered the Active Player. Which Player takes the first Player Turn is decided by the Mission being used (see page 307). After that Turn is complete, the Opposing Player will become the Active Player and complete a Player Turn. That is considered one Battle Turn, and once complete either another Battle Turn will be begun or the Battle will end, as dictated by the Mission being used.

The following Rules will define each Phase of the Turn in order, showing what actions are taken in each Phase and explaining any Rules that are used only in that Phase.

A NOTE ON PLAYER TERMINOLOGY

It is important to note that whichever Player is currently taking their Player Turn is the Active Player, with the other Player referred to as either the Reactive Player or the Opposing Player. Should a Rule simply state 'Player' without qualifier then it is referring to the Active Player.

THE START PHASE

The Start Phase is the first Phase of any Player Turn.

The first Phase of each Player Turn is the Start Phase. This Phase is used to adjudicate the start and end of certain effects and Rules.

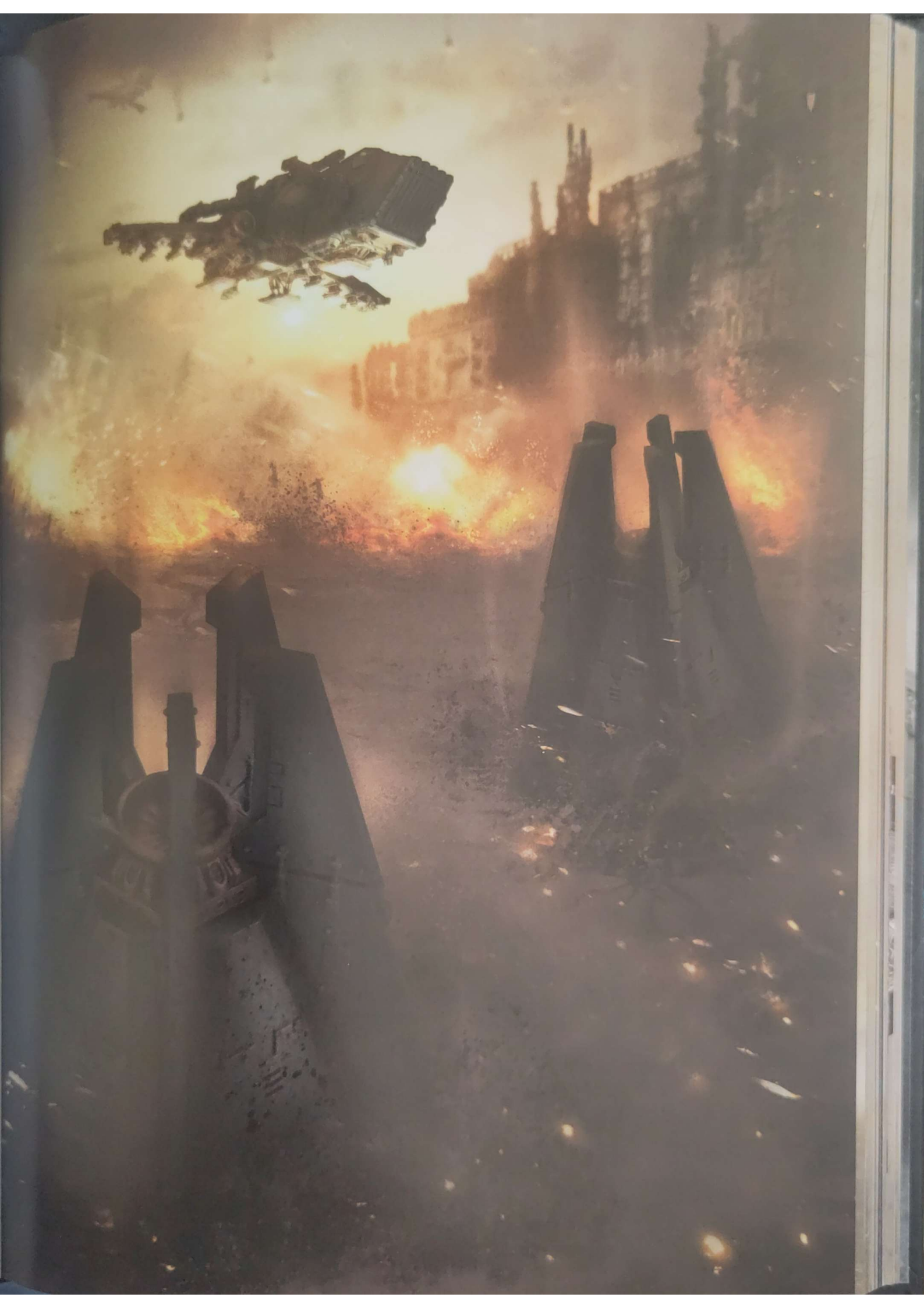
THE EFFECTS SUB-PHASE

Effects which begin or end 'at the start of the Turn' begin or end in this Sub-Phase.

All Rules whose effects either begin or end at the 'start of a Player's Player Turn' start or end in this Sub-Phase. The effects of those Rules will either end in this Sub-Phase and have no further effect on any Model or start in this Sub-Phase and only apply their effects once it has ended.

If the removal or application of any effects triggered by this Sub-Phase require any Tests or Checks then those are made in this Sub-Phase as instructed by the Rule that applies them. The Active Player decides the order in which any such Tests or Checks are made.

Once all Sub-Phases of the Start Phase have been resolved, the Active Player must begin the Movement Phase.



THE MOVEMENT PHASE

The Movement Phase is where the Active Player moves their Units, and also where Reserves are rolled for and brought into play.

The Movement Phase is where Models make moves, Rush or make Fall Back Moves. Note that some moves (such as Charge Moves) may occur in other Phases as detailed by the Rules for those Phases and moves. The Movement Phase is also where Reserves are rolled for and brought into play.

RESERVES SUB-PHASE

Reserves Tests are made in this Sub-Phase, and Units enter the Battlefield from Reserves.

In the Reserves Sub-Phase, the Active Player must make a Reserves Test for each Unit under their control that is in Reserves or Aerial Reserves.

A Reserves Test is made by selecting one Unit that is in Reserves or Aerial Reserves and rolling a single Dice as a Test with a Target Number of 3+. Some Rules may apply modifiers to this Test as per the normal Rules for modifying Tests. If the Test is successful then the Active Player may choose to either leave the Unit that was selected in Reserves or to immediately bring it into play from Reserves or Aerial Reserves. If the Test is failed then the selected Unit must remain in Reserves or Aerial Reserves. Note that a single Reserves Test is made for Units that include Models on which other Models are Embarked – a separate Test is not made for the Transport Sub-Type Model and the Embarked Unit.

The Active Player must continue to make Reserves Tests until either all Units under their control in Reserves or Aerial Reserves have had a Reserves Test made for them, or there are no Units under their control in Reserves or Aerial Reserves. Once all Tests have been made and any Units eligible have entered play, the Reserves Sub-Phase ends and the Move Sub-Phase begins.

ENTERING PLAY FROM RESERVES

If a successful Reserves Roll is made for a Unit in Reserves and the Controlling Player chooses to bring that Unit into play, the following procedure is used to deploy that Unit onto the Battlefield.

The Controlling Player must select a point along the edge of the Battlefield that is within the Deployment Zone for that Player as defined by the Mission in use. Some Rules may allow the selection of a point outside that Player's Deployment Zone, this will always be specified by the Rule in question.

One Model from the Unit entering play, selected by the Unit's Controlling Player, is placed at the selected point on the Battlefield Edge. That Model may then be moved using the same Rules for moving found in the Move Sub-Phase.

Once that Model has been moved, each other Model in the Unit entering play must be placed and Moved in the same manner and in an order chosen by the Unit's Controlling Player. All Models after the first must end their Move in Unit Coherency – if for any reason a Model's Move cannot be ended in Unit Coherency then that Model must immediately be Removed as a Casualty.

The Unit's Controlling Player continues to place and move Models until all Models in the Unit have entered play.

A Unit that enters play from Reserves in this manner may not move in the Move Sub-Phase of the same Movement Phase, but may act as normal in the Shooting and Assault Phases of the same Player Turn. Entering play from Reserves is considered to be moving for Rules that are affected by a Unit having moved, even if the Models in the Unit that is entering play do not move after being placed. When moving as part of entering play from Reserves, Models in a Unit may Rush (see page 246) but if any Models in the Unit do so then the entire Unit is treated as if it had Rushed.

MOVE SUB-PHASE

The Active Player may move each of their Units in this Sub-Phase.

During the Move Sub-Phase, the Active Player may choose to move any of the Units under their control. There are a number of Rules and situations that make a Unit ineligible to move during the Move Sub-Phase, the most common of which are:

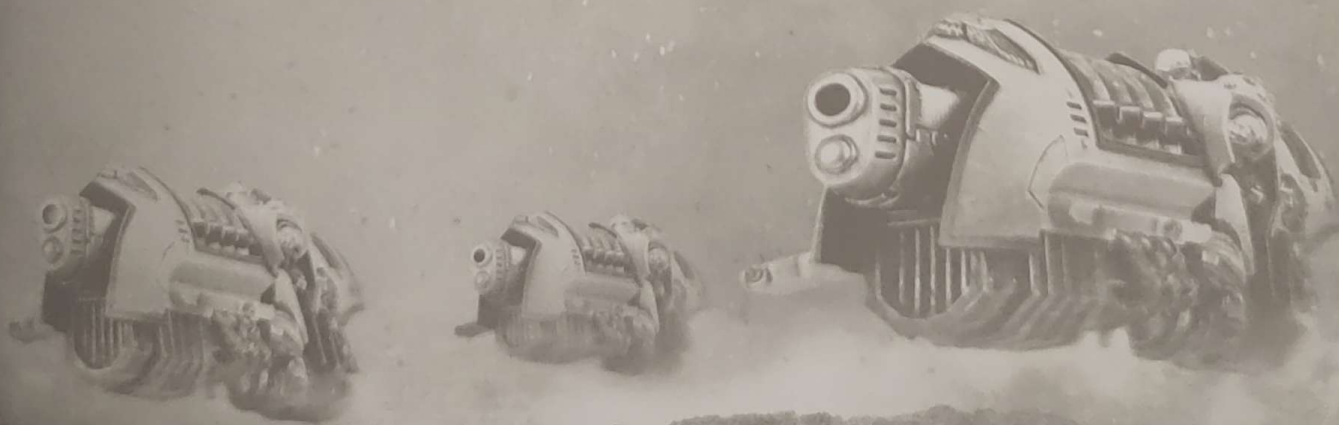
- A Unit may not move in the Move Sub-Phase if it entered play from Reserves in the same Player Turn.
- A Unit may not move in the Move Sub-Phase if it has the Pinned Status.
- A Unit may not move in the Move Sub-Phase if it has the Routed Status and will instead move during the Rout Sub-Phase.
- A Unit may not move in the Move Sub-Phase if it is Locked in Combat.
- A Unit may not move in the Move Sub-Phase if any Model in the Unit has a Movement Characteristic of 0 or '-'.

Other Rules may also restrict a Unit from being moved during the Move Sub-Phase, in all cases these Rules will specifically state this. The Controlling Player may also choose not to move a Unit that would otherwise be eligible to move.

Units that cannot move or whose Controlling Player chooses not to move, other than to Pivot (see page 216), are considered to be Stationary. Different Rules will offer both benefits and penalties to Units that have been moved and those that have been left Stationary. Players will have to balance the needs of their strategy in determining when each will be more beneficial to them.

MOVED VS STATIONARY

In order to have moved, one or more Models in a Unit must end the Movement Phase in a different position than that which they started the Phase. A Model cannot be 'moved' in such a fashion that it ends its 'move' in the same position as it began the move. In cases where the distance a Model has been moved is important to a Rule, only the distance between that Model's position at the start of the Movement Phase and its position at the end of the Movement Phase is counted. When determining this distance, if the direct line between a Model's starting position and current position passes through an Area of Impassable Terrain or other obstacle through which a Model cannot move, then count the distance of the Model's path of movement around the obstacle rather than the direct line between its start and end positions. If, when a Player has the option of moving a Unit, they choose not to move any of the Models in that Unit, and no Models in the Unit otherwise change position on the Battlefield, other than to pivot in place, then that Unit is considered to be Stationary.



In order to move the Units under their control, the Active Player must follow this procedure to resolve the Move Sub-Phase:

1. **Select Unit.**
2. **Move Unit.**
3. **Select New Unit.**

1. Select Unit

The Active Player must select a Unit under their control that is eligible to move and has not yet been selected or Moved during that Move Sub-Phase.

2. Move Unit

Once a Unit has been selected, the Controlling Player may move the Unit. If the Controlling Player does not move the Unit then it is counted as having remained Stationary. If the Unit is to move, then that move is made at this point. If it is to remain Stationary then the Players must move to Step 3.

3. Select New Unit

Once the selected Unit has either been moved or has remained Stationary, another Unit must be selected using the same criteria as the first.

The Active Player continues selecting and moving Units until every Unit under that Player's control that is eligible to move has been selected and either moved or remained Stationary. Once all eligible Units have been selected and their move resolved, the Move Sub-Phase ends and the Rout Sub-Phase begins.

MOVING UNITS

When the Active Player selects a Unit during the Move Sub-Phase and moves that Unit, then each Model in that Unit may be re-positioned to a new location on the Battlefield. This new location must be equal to or less than a number of inches equal to its Movement Characteristic from its position when the Unit was selected. When moving Models that are part of the same Unit, the Controlling Player must, if possible, end the moves of those Models so that each Model in the Unit is in Unit Coherency (see page 180). If for any reason a Unit cannot end its move in Unit Coherency then the Unit automatically gains the Suppressed Status.

When moving a Unit, no Model in the Unit being moved may:

- End its move in Impassable Terrain.
- End its move within 1" of an enemy Model.
- End its move within 1" of a friendly Model that is Locked in Combat.
- End its move outside the bounds of the Battlefield.
- End its move on top of any other Model.

If a Unit includes Models with different Movement Characteristics, this does not modify the Unit's move – but the Unit must still end its move in Unit Coherency if at all possible. This may mean that some Models in the Unit must move less than their Movement Characteristic in order to ensure the Unit maintains Unit Coherency. If no Models in a Unit change position on the Battlefield, other than to pivot in place, then that Unit does not count as having moved and has remained Stationary.

LINE OF MOVEMENT

Each move is intended to simulate the warriors represented by Models actually moving across the Battlefield – for game purposes, it is often not important to show exactly what path this ‘movement’ has actually followed. However, in certain circumstances it will be important to show that a Model’s move has not taken it through an obstacle that would either reduce the distance that can be moved or block a move entirely. The Opposing Player can at any time request that the Active Player show the Line of Movement for a given Model to ensure it has not moved incorrectly.

To determine the Line of Movement simply trace, or use a flexible tape measure or other device, the path from the Model’s starting position when the Unit was selected to be moved, to its final position at the end of the move. This Line of Movement need not be a straight line, but may not cross any of the following:

- An Area of Impassable Terrain.
- The Base or structure of a Terrain Piece (this does not include Area Terrain that has a Base).
- The Hull of a Model with the Vehicle Type.
- Any area within 1" of an enemy Model.
- Any area within 1" of any Model that is Locked in Combat.
- Any area that is outside the bounds of the Battlefield.

The Line of Movement is allowed to cross an Area of Difficult or Dangerous Terrain, but if any portion of a Model’s Line of Movement passes through such an Area of Terrain then the Movement Characteristic of that Model is reduced by -2 until the end of that Move Sub-Phase, reducing the distance it can be moved as part of that move.

Note that when following a specific Line of Movement in order to avoid obstacles, Players must measure the length of the line traced to determine the total distance moved. This may mean that the Model cannot move as far as if it was simply re-positioned. However, if when simply re-positioned, a straight line drawn between the start and end points of a Model’s move would cross any obstacle or Area of Terrain, then a Line of Movement must be established to determine the actual distance that can be moved and no Player may opt to ignore the obstacles.



RUSH

A Unit that makes a Rush may not make Shooting Attacks or Charge, but moves further.

When the Active Player selects a Unit under their control to move in the Move Sub-Phase, they may declare that the Unit will Rush. A Unit that Rushes may not make Shooting Attacks in the Shooting Phase of the same Player Turn or have a Charge declared for it in the Assault Phase of the same Player Turn. All Models in a Unit that Rushes add the value of that Model's Initiative Characteristic to the value of its Movement Characteristic when determining how many inches a Model that Rushes may move.

Note that a Player may only choose to have a Unit Rush when Moving that Unit during the Move Sub-Phase or Reserves Sub-Phase of a Player Turn where they are the Active Player. Units may not Rush as part of any Reaction that allows them to make a Move, or have a Rush declared for them in any Phase or Sub-Phase other than the Move Sub-Phase or Reserves Sub-Phase.

WOBBLY MODEL SYNDROME

Sometimes, a particular piece of Terrain may make it hard to place a Model exactly where you want. In cases like this, it is perfectly acceptable to leave the Model in a safer position, as long as both Players have agreed and know its 'actual' location.

ROUT SUB-PHASE

All Fall Back Moves are made in this Sub-Phase.

Certain Rules, such as the Routed Status, may require Units to move during the Rout Sub-Phase. Unlike moves made during the Move Sub-Phase, those made during the Rout Sub-Phase will require a Unit to be moved in a specific manner and rarely allow the Controlling Player to move them as they will. The Active Player may not choose to move a Unit during the Rout Sub-Phase, but rather various Rules and Special Rules will require the Active Player to move certain Units during this Sub-Phase.

The most common type of move made during the Rout Sub-Phase is when a Unit Falls Back, which is described as follows. Other Rules may present other types of move to be made in the Rout Sub-Phase, in such a case the Rule will present all Rules required to make such a move.

Falling Back

A Unit with the Routed Status may not be moved during the Move Sub-Phase, but must instead make a Fall Back Move during the Rout Sub-Phase. Other Rules may also require a Unit to make a Fall Back Move, those Rules will detail when such a move must be made.

To make a Fall Back Move, the Controlling Player of the Unit that is falling back moves each Model in the Unit a distance equal to the total of the Current Value of the Model's Initiative Characteristic added to the result of a Dice roll (roll one Dice once for all Models in the same Unit and add the same result to each Model's individual Initiative Characteristic) directly towards the nearest point on the Battlefield Edge that is within that Player's Deployment Zone. If the Mission in use does not define a Deployment Zone for that Player, then Models move towards the closest Battlefield Edge instead.

Models making a Fall Back Move have the distance they move reduced as normal by Terrain and, unlike in a normal move, must move around obstacles or obstructions in a specific manner. When a Unit's path is obstructed while making a Fall Back Move, the Controlling Player must always determine a Line of Movement that allows the Model to move as far as possible towards the target point on the Battlefield Edge. The Controlling Player must end the move of any Model in Unit Coherency if possible, but all Models must move the full distance possible which may force the Controlling Player to place Models so that they are no longer in Unit Coherency. Note that a Unit that ends its move out of Unit Coherency while it has the Routed Status never gains the Suppressed Status. Models making a Fall Back Move may not end that move within 1" of any enemy Model. If no other Line of Movement, other than one that would leave a Model making a Fall Back Move within 1" of an enemy Model, is available then the Model making a Fall Back Move must end that move early at the furthest point it can reach in the direction of the Battlefield Edge whilst also remaining at least 1" from any enemy Model.

If any Model in a Unit that is Falling Back moves into Base Contact with any point on the Battlefield Edge within the Controlling Player's Deployment Zone, then that Model must end its movement at the point where it entered contact with the Battlefield Edge. Once all Models in a Unit that includes one or more Models which have entered contact with a Battlefield Edge that is within the Controlling Player's Deployment Zone as part of a Fall Back Move have finished their moves, a Leadership Check must be made for that Unit. If that Leadership Check is failed, then all Models in the Unit are immediately Removed as Casualties. However, if that Leadership Check is passed then the Unit remains in play and all Models in the Unit lose the Routed Status, but gain the Suppressed Status.

THE SHOOTING PHASE

The Shooting Phase is where the Active Player makes Shooting Attacks with their Units.

In the Shooting Phase, the Active Player may choose to make a Shooting Attack for each of their Units, resolving each attack in turn before moving to the next. Any potential Statuses inflicted by attacks made by any Player are also resolved in this Phase after all Shooting Attacks have been made.

ATTACK SUB-PHASE

Shooting Attacks are made by the Active Player in the Attack Sub-Phase.

During the Attack Sub-Phase, the Active Player may choose to make Shooting Attacks with any of the Units under their control. There are a number of Rules and situations that make a Unit ineligible to make a Shooting Attack during the Attack Sub-Phase, the most common of which are:

- A Unit may not make a Shooting Attack in the Attack Sub-Phase if it made a Rush in the Move Sub-Phase of the same Player Turn.
- A Unit may not make a Shooting Attack in the Attack Sub-Phase if it is Locked in Combat.
- A Unit may not make a Shooting Attack in the Attack Sub-Phase if it is Embarked upon another Model.

Other Rules may also restrict a Unit from making a Shooting Attack during the Attack Sub-Phase – in all cases these Rules will specifically state this. The Active Player may also choose not to make a Shooting Attack with a Unit that would otherwise be eligible to do so.

During the Attack Sub-Phase, the Active Player must select each of the Units under their control that are on the Battlefield. For each eligible Unit, once it is selected, the Controlling Player must choose to either make a Shooting Attack for that Unit using the Rules provided as follows, or to have that Unit make no Shooting Attack in the current Player Turn. Once all Units under the Active Player's control have been selected and either had a Shooting Attack made with them or had the Controlling Player choose not to do so, the Attack Sub-Phase ends and the Morale Sub-Phase begins.

SHOOTING ATTACKS

A Shooting Attack is the process by which a Unit makes a coordinated series of attacks targeting an enemy Unit.

In order to make a Shooting Attack for a Unit that has been selected during the Attack Sub-Phase, as part of a Reaction or for any other Rule or Sub-Phase that requires a Shooting Attack to be made, the following procedure must be followed:

1. **Select Target Unit.**
2. **Check Target.**
3. **Declare Weapons.**
4. **Set Fire Groups.**
5. **Select Fire Group To Resolve.**
6. **Make Hit Tests.**
7. **Make Wound Tests.**
8. **Select Target Model.**
9. **Make Saving Throws & Damage Mitigation Tests.**
10. **Select Next Fire Group.**
11. **Remove Casualties.**

As part of the Rules for conducting a Shooting Attack, the term 'Attacking Unit' will be used to refer to the Unit whose Models will be making attacks as part of that Shooting Attack, while the term 'Attacking Player' will be used to identify the Player that controls the Attacking Unit. The term 'Target Unit' will be used to refer to the Unit that is selected as the Target Unit for the Shooting Attack.

1. Select Target Unit

The Attacking Player must select one enemy Unit to be the target of the Shooting Attack. The Unit selected as the target may not be a Unit that is Embarked on another Model (but may be a Model with a Unit Embarked on it), a Unit in Reserves or otherwise removed from play, or any Unit that is part of a Combat (see page 263).



2. Check Target

In order for the Shooting Attack to be made, at least one Model in the Attacking Unit must be able to draw a Line of Sight to one or more Models in the Target Unit. Only Models in the Attacking Unit that have Line of Sight to at least one Model in the Target Unit may make attacks as part of the Shooting Attack (see page 185 for the Rules for determining Line of Sight). If no Model in the Attacking Unit has a valid Line of Sight to any Model in the Target Unit then no Shooting Attack may be made and the Attacking Player must choose to either return to Step 1 and select a different Target Unit or end the Shooting Attack. Note that some Shooting Attacks, such as those made as part of the Return Fire or Overwatch Reaction, may not allow a different target to be selected. In such a case, the Attacking Player must choose to end the Shooting Attack if no valid Line of Sight can be drawn by any Model in the Attacking Unit.

When determining Line of Sight to a Model with the Vehicle Type, the Armour Facing that is being targeted must be determined in this Step. The Armour Facing being targeted is always the facing that is in Line of Sight for the majority of Models in the Attacking Unit. If more than one Armour Facing is in Line of Sight for a majority of the Attacking Unit, then the Controlling Player of the Target Unit may choose which of the eligible Armour Facings is the target.

3. Declare Weapons

Once a Target Unit has been selected, the Attacking Player must declare which Weapons will be used to make attacks as part of that Shooting Attack. Each Model in the Attacking Unit may have attacks made for it with one Weapon available to that Model (some Models may have Types or Special Rules that allow attacks to be made for them with more than one Weapon). If a Weapon has more than one profile, then attacks using different profiles must be declared separately as if they were different Weapons, but the Controlling Player may only use one of the profiles available for a given Weapon to make attacks in any Shooting Attack, and the Controlling Player must specify which Models from the Attacking Unit are using which profile for each affected Weapon.

Only Weapons that are within range of at least one Model in the Target Unit to which the Model that has the Weapon also has a valid Line of Sight may be declared for use as part of a Shooting Attack. A Model is 'in range' with a Weapon if the distance between the attacking Model and a Model in the Target Unit to which it can draw a valid Line of Sight is equal to or less than the Range Characteristic of

that Weapon. If a Model has no Weapons that are both in range and Line of Sight of a Model in the Target Unit then no attacks may be made for that Model. If no Models in the Attacking Unit are in range of at least one Model in the Target Unit then the Shooting Attack cannot be made, but the Attacking Player may choose to return to Step 1 and select a different Target Unit or end the Shooting Attack.

4. Set Fire Groups

The Attacking Player must establish one or more Fire Groups in this Step. Each Fire Group is comprised of all of the attacks made with Weapons of the same name. So, a Unit for which a Shooting Attack is made that has attacks made for it with bolters, bolt pistols and plasma guns must divide its attacks into three Fire Groups – one for each of the Weapons used. As established in the previous Step, all attacks in a Fire Group must be in Range and Line of Sight of at least one Model in the Target Unit. Furthermore, if a Weapon used to make any attacks has more than one profile, then attacks using different profiles must form different Fire Groups even though they are made with the same Weapon. Lastly, if the Attacking Unit includes Models with different Ballistic Skill Characteristics, then Fire Groups must be further divided so that no Fire Group includes attacks made by Models with different Ballistic Skill Characteristics.

When making Hit Tests, all attacks in a Fire Group are rolled at the same time and their results kept separate from those of other Fire Groups. In all cases, the Player making the Shooting Attack decides in which order the Fire Groups comprising a Shooting Attack are resolved, but all attacks in a given Fire Group must be resolved in the appropriate steps of this process before another Fire Group may be selected.

5. Select Fire Group To Resolve

Once all Fire Groups have been set, the Attacking Player selects one Fire Group. That Fire Group will be resolved before the effects of any other Fire Groups are resolved. Once a Fire Group has been selected, move to the next Step.

6. Make Hit Tests

Once a Fire Group has been selected, the Player making the Shooting Attack totals the Firepower Characteristics of all Weapons in that group. That total determines the number of Hit Tests that must be made for that Fire Group. These Tests are made by the Player making the Shooting Attack in this Step, using the Rules found on page 247.

Once all Hit Tests have been made for a Fire Group, the successes are placed to one side and the failures are discarded. All Hits (successes generated by Hit Tests) remain in the Fire Groups that generate them – if all Hit Tests made for a Fire Group fail to generate any successes then that Fire Group is discarded and the Attacking Player must return to Step 5 and select a new Fire Group to resolve. Once all Hit Tests for the selected Fire Group have been resolved, move to the next Step.

Designer's Note: Batch Rolling

In many cases, a number of Tests will need to be made that have identical Target Numbers and potential results. In such cases, it is entirely proper for all of those Dice to be rolled at once and then sorted into successes and failures – a practice known as batch rolling or 'fast dicing'. It is up to the Player that is rolling to decide if they wish to roll each Test one at a time or to batch roll.

SPLITTING FIRE GROUPS

Sometimes, a Hit, wound or Unsavable Wound will gain a bonus to one of its Characteristics or gain a Special Rule depending on the results of a Hit Test or Wound Test (for example, due to the Breaching (X) Special Rule, see page 327). At the end of the Step in which this occurs, the Attacking Player must split that Fire Group into separate Fire Groups, one for unmodified Hits, wounds or Unsavable Wounds and a new Fire Group for the modified Hits, wounds or Unsavable Wounds. The Fire Group which includes modified Hits, wounds or Unsavable Wounds is placed to one side and the Attacking Player should continue to resolve the Fire Group that contains any unmodified Hits, wounds or Unsavable Wounds. If no unmodified Hits, wounds or Unsavable Wounds remain in that Fire Group then the Attacking Player must instead continue to resolve the Fire Group for modified Hits, wounds or Unsavable Wounds from the Step where it was set aside. In all cases, where a Fire Group has been set aside after Step 5 and the Attacking Player is instructed to select a new Fire Group to resolve, they must first select a Fire Group that has been put aside before selecting any other Fire Group to resolve.

7. Make Wound Tests

Once all Hit Tests for the selected Fire Group have been resolved, the Attacking Player totals the Hits in that Fire Group. That total determines the number of Wound Tests that must be made for the selected Fire Group. These Tests are then made by the Attacking Player using the Rules found on page 196. Note that to determine the Target Number for a Wound Test targeting a Unit that includes more than one Model, use the Toughness Characteristic that is in the majority in the Target Unit by counting the number of Models with each different value – the Bulky (X) Special Rule and Type of a Model have no effect on whether a Toughness Characteristic is in the majority, it is decided simply by the number of Models with a given Toughness Characteristic in the Unit. If two or more Toughness Characteristics are tied for majority, use the highest of these tied Characteristics.

If the Shooting Attack is targeting a Unit of Models with the Vehicle Type then no Wound Tests are made. Instead an Armour Penetration Test is made in this Step for each Hit, using the Rules detailed on page 220. If the Unit includes more than one Model then all Armour Penetration Tests are resolved using the Armour Facing determined as the Target in Step 1. Any Armour Penetration Tests that result in a Penetrating Hit are considered successes and placed to one side until Step 8, while any that result in a Glancing Hit are placed aside until Step 11. Any Armour Penetration Tests that result in neither a Penetrating or Glancing Hit are considered failures and discarded.

Once all Wound Tests have been made for the selected Fire Group, the successes are placed to one side and the failures are discarded. All wounds (successes generated by Wound Tests) remain in the Fire Groups that generate them – if all Wound Tests made for a Fire Group fail to generate any successes then that Fire Group is discarded and the Attacking Player must return to Step 5 and select a new Fire Group to resolve. Once all Wound Tests for the selected Fire Group have been resolved, move to the next Step.

8. Select Target Model

Once the total number of wounds or Penetrating Hits generated by the current Fire Group has been decided, the Player that controls the Target Unit must select the initial Target Model.

The Target Model may be any Model in the Target Unit – it does not have to be in Line of Sight or in range of any given Model in the Attacking Unit. If any eligible Model has already had its Wounds Characteristic or Hull Points Characteristic negatively modified (sometimes referred to as having 'already lost Wounds') but has not been removed from the Unit, then such a Model must be selected as the Target Model unless it also has the Command Sub-Type. Note that if a Fire Group being resolved includes wounds, then the Target Model selected may not have the Vehicle Type, while if the Fire Group being resolved includes Penetrating Hits then the Target Model selected must have the Vehicle Type – if an appropriate Target Model cannot be selected then all remaining wounds or Penetrating Hits in the Fire Group are discarded. If a Fire Group includes both wounds and Penetrating Hits, then separate Target Models must be selected for each.

Once a Target Model has been selected, the Players must move to Step 9.

Designer's Note: Unlikely Target Models

The choice to allow the Target Model selected to be out of Line of Sight or range of certain Models may lead to situations where a Player can select a Model as the Target Model when there appears to be no practical way for it to have been hit. This is intentional, and a choice made for two reasons. Firstly and foremostly, it is simple and does not require us to track which Hits or wounds were caused by which specific Model, speeding up the process of resolving a Shooting Attack. Secondly, while Models remain in place during the Shooting Phase, the actual warriors they represent are constantly in motion – moving between shooting positions and to aid or cover their squad mates. We can assume within the narrative of the Battle, if not the exact position of the Models, that any number of explanations exist for how an unlikely Model becomes the target of enemy attacks.

9. Make Saving Throws & Damage Mitigation Tests

In this step wounds and Penetrating Hits are applied to the Target Model from the Current Fire Group one at a time until either all wounds or Penetrating Hits in the Fire Group have been applied or the Target Model is removed from the unit as a Casualty.

To apply a wound or Penetrating Hit, first determine if the Target Model may take a Saving Throw – note that a Model may attempt only one Saving Throw per wound applied, no matter how many may be available. If a Saving Throw is available, the Player controlling the Target Model may attempt one Saving Throw per wound or Penetrating Hit applied, and if the Saving Throw is successful, the wound or Penetrating Hit is discarded. If the Saving Throw is failed then the Player controlling the Target Model may attempt a Damage Mitigation Test, if any are available. If a Damage Mitigation Test is successful then the wound or Penetrating Hit is discarded, and if it is failed then an Unsaved wound or Unsaved Penetrating Hit is generated and applied to the Target Model.

Wounds or Penetrating Hits that are applied and not discarded due to a successful Saving Throw or Damage Mitigation Test are referred to as Unsaved Wounds or Penetrating Hits. When applied, the Target Model must reduce its Wounds Characteristic or Hull Points Characteristic by an amount equal to the Damage Characteristic of the Unsaved Wound or Penetrating Hit (which is derived from the Weapon for which the Fire Group was created, but may have been modified by certain Special Rules). If the Target Model's Wounds Characteristic or Hull Points Characteristic is reduced to 0 or less then it is removed from the Unit as a Casualty and placed to one side (do not remove it from play until Step 11) and a new Target Model must be selected using the same process as when selecting the initial Target Model. If the Target Model's Wounds Characteristic or Hull Points Characteristic is not reduced to 0 or less then the Model remains in play and another wound or Penetrating Hit is applied to it, following the same procedure as the first.

Designer's Note: Batch Rolling Armour Saves

As with Hit Tests and Wound Tests, in most cases the Target Unit will be composed of Models that all have the same Saving Throws and Damage Mitigation Tests. Rather than applying wounds or Penetrating Hits one at a time, the Player that controls the Target Unit can simply make a Saving Throw for each wound or Penetrating Hit and then remove eligible Models. If Players choose to use this faster process then they may want to note any Models with different Wargear, such as banners or special Weapons, that would make them more valuable and roll any Saving Throws separately.

The Player that controls the Target Unit continues to allocate wounds or Penetrating Hits in this manner until either all Eligible Target Models in the Unit have been removed from the Target Unit as Casualties or there are no more wounds or Penetrating Hits remaining in the Fire Group. If there are any Fire Groups that have not yet been resolved and Models remain in the Target Unit then the Players move to Step 10, or if there are no more Fire Groups to resolve or all Models in the Target Unit have been Removed as Casualties then the Players must instead move to Step 11.

10. Select Next Fire Group

If more Fire Groups remain after one has been fully resolved then the Attacking Player must select a new Fire Group to resolve and return to Step 6.

11. Remove Casualties

In this Step, all Models removed from the Target Unit as Casualties must be removed from play. If the number or type of Models removed would trigger a Panic Check (see page 272) or other Checks in the Morale Sub-Phase then a Marker should be placed by the Unit to indicate this. Models with the Vehicle Type that have suffered Glancing Hits should have one roll made for them on the Vehicle Damage Table for each Glancing Hit suffered in this Step.

MORALE SUB-PHASE

All Checks made to see if Units gain Statuses are made in this Sub-Phase by both the Reactive and Active Players.

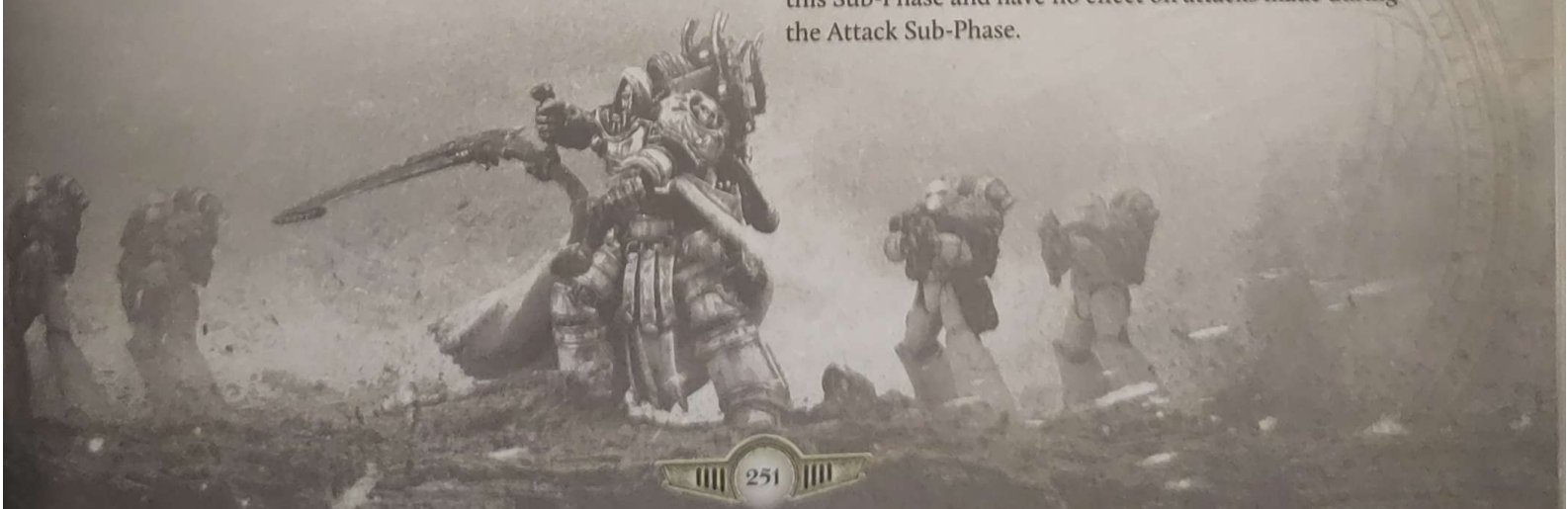
Once all Shooting Attacks have been resolved, any Checks required by either the Active or Reactive Player to decide if Statuses are applied to a Unit are made in this Sub-Phase. The following are the most common situations that require a Check to be made due to the results of a Shooting Attack:

- **Out of Coherency:** If the removal of Models as Casualties has left any Unit Out of Coherency, then a Cool Check must be made for that Unit by its Controlling Player. If this Check is failed then all Models in the Target Unit gain the Suppressed Status.
- **Panic:** If the number of Models removed from any Unit during any Shooting Attack was equal to 25% or more of the total number of Models in that Unit at the start of that Shooting Attack then a Leadership Check must be made for the Unit in this Sub-Phase. If this Check is failed then all Models in the Target Unit gain the Routed Status.

There may be other Special Rules that, if Hits or wounds are inflicted on Models in the Target Unit, require other Checks to be made in order to avoid further Statuses being inflicted upon the Unit. The requirements and nature of such Checks will be detailed by the Special Rules in question.

No Unit may have more than one Check made for it for a given Status in the Morale Sub-Phase, but can have different Checks made for it for multiple different Statuses. If more than one Rule would apply the same Status, then a single Check, chosen by the Active Player, is made and all others are ignored. If multiple Checks must be made for different Statuses affecting a single Unit, then checks to avoid gaining Routed are made first (and if failed, all other Checks are ignored and no further Statuses are gained) and then other Checks are made in an order chosen by the Active Player.

The effects of any Statuses gained are applied at the end of this Sub-Phase and have no effect on attacks made during the Attack Sub-Phase.



THE ASSAULT PHASE

The Assault Phase is where the Active Player resolves Charges for the Units under their control and where both Players resolve Combats.

ASSAULT TERMINOLOGY

Throughout the Rules for the Assault Phase, there are several terms that are used repeatedly and bear explanation before any of those Rules are presented. These terms are as follows:

ASSAULT – The term 'Assault' or 'making an Assault' refers to the entire sequence that must be followed when a Player selects a Unit during the Assault Phase – beginning with a Charge and ending when a winner for the resulting Combat has been declared.

COMBAT – A Combat is a reference to two or more Units conducting an ongoing struggle, where at least one Model from each Unit is in Base-to-Base Contact. Outside of the Assault Phase, a Combat is considered one entity and no other Unit may move through it or end a move within 1" of any Model in the Combat. No Unit in a Combat may be the target of any Shooting Attack.

LOCKED IN COMBAT – If the Assault Sequence ends and at least one Target Unit has neither been forced to Fall Back or been entirely Removed as Casualties, then the Units involved remain in place with at least one Model from each Unit in Base-to-Base Contact with an enemy Model. These Units are 'Locked in Combat' and may not be selected or moved in the Movement Phase or selected to make Shooting Attacks in the Shooting Phase. They may be selected during the Fight and Challenge Sub-Phases of the Assault Phase by the Active Player, but may not make a Charge or otherwise be selected in the Charge Sub-Phase.

CHARGE – A 'Charge' is a special type of multi-stage move made during the Assault Sequence. Unlike a normal move, Models moved as part of any Step of a Charge may end the move in Base Contact with an enemy Model.

The Assault Phase is composed of the following Sub-Phases:

- Charge Sub-Phase.
- Challenge Sub-Phase.
- Fight Sub-Phase.
- Resolution Sub-Phase.

Starting with the Charge Sub-Phase, each Sub-Phase must be completed in turn before proceeding to the next. The following Rules cover what to do in each Sub-Phase of the Assault Phase.

CHARGE SUB-PHASE

The Active Player may declare Charges in this Sub-Phase.

During the Charge Sub-Phase, the Active Player may make Charge Moves with the Units under their control. However, there are a number of Rules and situations that make a Unit ineligible to make a Charge Move during the Charge Sub-Phase – the most common of which are:

- A Unit may not make a Charge Move in the Charge Sub-Phase if it Rushed in the Move Sub-Phase of the same Player Turn.
- A Unit may not make a Charge Move in the Charge Sub-Phase if it is Locked in Combat.
- A Unit may not make a Charge Move in the Charge Sub-Phase if it is Embarked upon another Model.
- A Unit that includes any Models with the Pinned or Routed Statuses may not make a Charge Move.

Other Rules may also restrict a Unit from making a Charge Move during the Charge Sub-Phase – in all cases these Rules will specifically state this. The Controlling Player may also choose not to make a Charge Move with a Unit that would otherwise be eligible to do so.

During the Charge Sub-Phase, the Active Player must select each of the Units under their control that are on the Battlefield and eligible to make a Charge Move in any order. For each eligible Unit, once it is selected, the Controlling Player must choose to either make a Charge Move for that Unit using the Rules that follow, or to declare that the selected Unit will make no Charge Move in the current Player Turn. Once all Units have been selected and either had a Charge Move made with them or had the Controlling Player choose not to do so, the Charge Sub-Phase ends and the Challenge Sub-Phase begins.

To make a Charge Move, a Player must follow this procedure:

CHARGE PROCEDURE

1. **Declare Target.**
2. **Check Line of Sight and Maximum Charge Range.**
3. **Make Set-up Move.**
4. **Make Volley Attacks.**
5. **Make Charge Move.**

CHARGES AND STATUSES

A Unit that includes Models with any Status may be selected as the Target Unit for a Charge. A Charge targeting a Unit that includes Models with any Statuses is conducted as normal – except that a Unit that includes Models with any Status will suffer penalties in the Fight Sub-Phase if the Charge is successful (see the Rules for Statuses on page 201).

A Unit that includes any Models with the Pinned or Routed Statuses may not have a Charge declared for it, but a Unit that includes any Models with the Stunned or Suppressed Statuses can have a Charge declared for it. A Charge declared for a Unit that includes any Models with the Stunned or Suppressed Tactical Statuses is conducted as a Disordered Charge – and a Unit that includes Models with any Statuses will suffer additional penalties in the Fight Sub-Phase if the Charge is successful (see the Rules for Tactical Statuses on page 201).

As part of the Rules for conducting a Charge, the term 'Charging Unit' will be used to refer to the Unit whose Models will be making a Charge, while the term 'Charging Player' will be used to identify the Player that controls the Charging Unit. The term 'Target Unit' will be used to refer to the Unit that is selected as the Target for the Charge.

1. DECLARE TARGET

Once the Charging Player has selected a Unit with which to conduct a Charge, this Step begins. In this Step, a Target Unit must be nominated by the Charging Player. The Target Unit that is nominated must be an enemy Unit. Once a Target Unit has been nominated, move to Step 2.

2. CHECK LINE OF SIGHT AND MAXIMUM CHARGE RANGE

Once a Target Unit has been declared, first check that at least one Model in the Charging Unit has a valid Line of Sight to one or more Models in the Target Unit (see the Rules for Line of Sight on page 185). If not then the Charging Player must return to Step 1 and select a new target or end the Charge process.

If a valid Line of Sight exists to at least one Model in the Target Unit, the Charging Player must check the distance between the two closest Models in the Charging Unit and Target Unit that are in Line of Sight of each other. If that distance is equal to or less than 12" then the Players must move to Step 3. If the distance is greater than 12" then the Charge cannot proceed and the Charging Player must either return to Step 1 and select a new target or end the Charge process for this Unit with no Charge made.

3. MAKE SET-UP MOVE

If the Charging Unit is within 12" of the Target Unit and can draw a valid Line of Sight then the Charging Player may choose to make a Set-up Move for the Charging Unit. A Set-up Move is the first of two possible moves made as part of a Charge and allows all Models in the Charging Unit to move a set distance directly towards the Target Unit. The distance moved in a Set-up Move by any given Model is decided by adding that Model's Initiative Characteristic to its Movement Characteristic and checking the Set-up Move Distance Table.

SET-UP MOVE DISTANCE

To determine how far a Model must move as part of a Set-up Move, add the Current Value of the Model's Initiative Characteristic to the Current Value of that Model's Movement Characteristic and check the table below. Note that when making a Set-up Move the Model moving must move the maximum possible distance, or move until it enters Base Contact with a Model from the Target Unit.

I+M	MOVE
1-6	1"
7-9	2"
10-11	3"
12-13	4"
14-19	5"
20+	6"

To make a Set-up Move, first determine the initial Model from the Unit making a Set-up Move. The initial Model is always the Model nearest to the Target Unit (as measured by the shortest possible route, going around Impassable Terrain, friendly Models and enemy Models in other Units).

Once the initial Model has been determined, the Controlling Player moves that Model towards the nearest enemy Model in the Target Unit, using the shortest possible route and moving the maximum possible distance. A Set-up Move is not modified by Difficult Terrain, but rolls for Dangerous Terrain must still be made. If the Model is Removed as a Casualty by a Dangerous Terrain Test, the Controlling Player of the Unit making a Set-up Move must determine a new initial Model to move. Models making a Set-up Move may move within any distance of any enemy Model without penalty or restriction and may end the move in Base Contact with an enemy Model. However, no Model making a Set-up Move may move into Base Contact with an enemy Model from a Unit other than the Target Unit.

After moving the first Model in the Unit, the remaining Models making a Set-up Move may be moved in any order, moving each Model as close to an enemy Model in the Target Unit as possible. However, Models making a Set-up Move must end that move in Unit Coherency with another Model from the same Unit that has already moved. If it is not possible to move and maintain Unit Coherency, Models making a Set-up Move must be moved as close as possible to another Model in the same Unit that has already moved instead.

Once the Charging Player has either made a Set-up Move for all Models in the Charging Unit or chosen not to make a Set-up Move for any Models in that Unit, Step 3 ends. If any Models from the Charging Unit are now in Base Contact with any Models from the Target Unit then the Charge is complete and all further Steps are skipped (note this means that neither Volley Attacks or Overwatch Reactions may be made by the Target Unit). If no Models from the Charging Unit end this Step in Base Contact with any Model from the Target Unit then proceed to Step 4.

DISORDERED CHARGE

In certain situations, a Charge may be deemed to be Disordered. A Unit making a Disordered Charge may not make a Set-up Move or Volley Attack (the Target Unit may still make a Volley Attack). Furthermore, a Unit making a Disordered Charge may never gain any bonus granted by Special Rules that require the Unit or Model to have successfully Charged an enemy Unit, nor may any Model in a Unit making a Disordered Charge attempt to Manifest a Psychic Blessing or Curse.

Any Unit that has Disembarked from another Model in the same Turn as it has a Charge declared for it must make a Disordered Charge. Likewise, any Unit which includes Models with the Stunned or Suppressed Statuses that has a Charge declared for it must make a Disordered Charge.

4. MAKE VOLLEY ATTACKS

Once any Set-up Move has been made (or the Charging Player has chosen not to make one), both the Charging Unit and/or the Target Unit may make Volley Attacks. Note that if the Target Unit is Locked in Combat with other Units, then neither Unit may make Volley Attacks or Overwatch Reactions. Units that include any Models with a Tactical Status may make Volley Attacks as normal. However, Units that include any Models with the Routed or Stunned Tactical Statuses may not have Overwatch Reactions declared for them.

If Volley Attacks are made, then the Unit making a Volley Attack may make a Shooting Attack. This Shooting Attack uses all the Rules presented in the Rules for Shooting Attacks (see page 247), except that only Weapons with the Assault Trait may be used and that all attacks are made as Snap Shots.

The Charging Unit is used to make the first Shooting Attack, followed by the Target Unit. Although, either or both Players may opt not to make a Volley Attack for the Unit they control. The target of a Shooting Attack made in this Step must be either the Charging Unit or the Target Unit and no attack made as part of a Volley Attack may inflict any Statuses.

Once all Volley Attacks have been made move to Step 5 – unless all Models in the Charging Unit or the Target Unit have been Removed as Casualties. If this happens, the Charge process is ended immediately and the Active Player may select another Unit to resolve a Charge for.

Designer's Note: Volley Attacks and the Overwatch Reaction

The Overwatch Reaction may be declared as part of the Make Volley Attacks Step of the Charge procedure. If it is declared for the Target Unit, then it is not made in addition to a Volley Attack. Instead, it simply allows the Player controlling the Target Unit to use any Weapon in the Target Unit rather than just Weapons with the 'Assault' Trait and to attack at full BS rather than as Snap Shots. Consider this Reaction an upgrade to the standard Volley Attack rather than a separate attack – one representing a few scattered shots made from the hip, while the other an organised attempt to set a firing line in the face of an enemy charge.

5. MAKE CHARGE MOVE

After all Volley Attacks and Overwatch Reactions have been resolved, the Charging Player must make a Charge Move. To make a Charge Move, the Charging Player must first make a Charge Roll, rolling two Dice and discarding the Dice which, once rolled, has the lowest result. The value of the remaining Dice is the result of the Charge Roll.

If the Charge Roll's result is less than the distance between the closest Models in the Charging Unit and Target Unit that can draw Line of Sight to each other, then the Charge Roll is failed and no Charge Move is made. If no Charge Move is made then the Charging Unit must have a Cool Check made for it. If the Check is passed then there is no further effect, while if the Check is failed then all Models in the Charging Unit gain the Stunned Status.

If the Charge Roll's result is equal to or greater than the distance between the closest Models in the Charging Unit and Target Unit that can draw Line of Sight to each other, then the Charge Roll has succeeded and a Charge Move is made. Unlike a Set-up Move, the Player controlling the Charging Unit may not choose not to make a Charge Move if the Charge Roll was successful. To make a Charge Move, first determine the initial Charger from the Charging Unit. The initial Charger is always the Model nearest to the Target Unit (as measured by the shortest possible route, going around Impassable Terrain, friendly Models and enemy Models in other Units).

Once the initial Charger has been determined, the Controlling Player moves that Model towards the nearest enemy Model in the Unit being Charged, using the shortest possible route and moving up to a number of inches equal to the result of the Charge roll.

A Charge Move is not modified by Difficult Terrain, but rolls for Dangerous Terrain must still be made for each Model that makes a Charge Move through Dangerous Terrain. Any Dangerous Terrain rolls must be made as soon as the Model has finished moving and before the next Model in the Unit is moved. If the Model is Removed as a Casualty by a Dangerous Terrain Test, the Controlling Player of the Charging Unit must determine a new initial Charger to move. Models making a Charge Move may move within any distance of any enemy Model without penalty or restriction and may end the move in Base Contact with an enemy Model.

The initial Charger may not move into Base Contact with an enemy Model from a Unit other than the Target Unit, unless it is impossible for the initial Charger to contact an enemy Model from the Target Unit without also contacting an enemy Model from another Unit. After moving the first Model in the Unit, the Charging Player can move the remaining Models in any order, moving each Charging Model as close to an enemy Model in the Target Unit as possible. However, a Charging Model must end its Charge Move in Unit Coherency with another Model from the same Unit that has already moved. If it is not possible for a Charging Model to move and maintain Unit Coherency, move it as close as possible to another Model in its own Unit that has already moved instead. No Charging Model may move into Base Contact with an enemy Model from a Unit other than the Target Unit, unless it is impossible for that Model to contact an enemy Model from the Target Unit or retain Coherency with its own Unit without also contacting an enemy Model from another Unit.

Once all Models in the Charging Unit have been moved, if at least one Model from the Charging Unit is in Base Contact with a Model from the Target Unit, then the two Units are Locked in Combat. However, if for any reason no Models in the Charging Unit end their Charge Move in Base Contact with an enemy Model then the Charge is considered to have failed and the Charging Unit is not Locked in Combat. If the Charge fails then the Charging Player must immediately make a Cool Check for the Charging Unit. If this Check is passed then there is no further effect. If this Check is failed then all Models in the Charging Unit gain the Stunned Status.

In either case, this ends the Charge sequence for the current Unit and the Active Player should select another eligible Unit and resolve any Charges for that Unit from Step 1.

CHALLENGE SUB-PHASE

The Challenge Sub-Phase is where commanders and champions fight single combat Challenges.

During the Challenge Sub-Phase, the Active Player may declare Challenges for eligible Models under their control. In order to be eligible for a Challenge to be declared for a Model, the following conditions must all be met:

- The Model must have the Command or Champion Sub-Type or a Special Rule that otherwise allows it to take part in a Challenge.
- The Model must be Locked in Combat with at least one enemy Unit that includes an enemy Model eligible to take part in a Challenge.
- The Model must not be under the effects of the Routed Status.

Other Rules may also restrict a Model from being eligible to take part in a Challenge – in all cases these Rules will specifically state this. The Controlling Player may also choose not to declare a Challenge for a Model that would otherwise be eligible to do so.

Designer's Note: Heroic Intervention

Players may notice that these Rules allow only the Active Player to declare Challenges. However, this does not mean that if the Active Player chooses not to issue a Challenge that the Reactive Player has no option to force a confrontation. The Reactive Player can use the Heroic Intervention Reaction (see page 210) to issue a Challenge even if the Active Player chooses not to.

During the Challenge Sub-Phase, the Active Player must select each Combat on the Battlefield, that includes one or more Units under their control and both a friendly and enemy Model eligible to take part in a Challenge, in any order. For each eligible Combat, once it is selected, the Active Player must follow the Challenge Procedure as follows – either issuing a Challenge and immediately resolving it, or choosing not to issue a Challenge and selecting the next Combat. Once all Combats have been selected and either had a Challenge declared for it and resolved or had the Controlling Player choose not to do so, the Challenge Sub-Phase ends and the Fight Sub-Phase begins.

To Declare and Resolve a Challenge, the Active Player must follow these steps:

CHALLENGE PROCEDURE

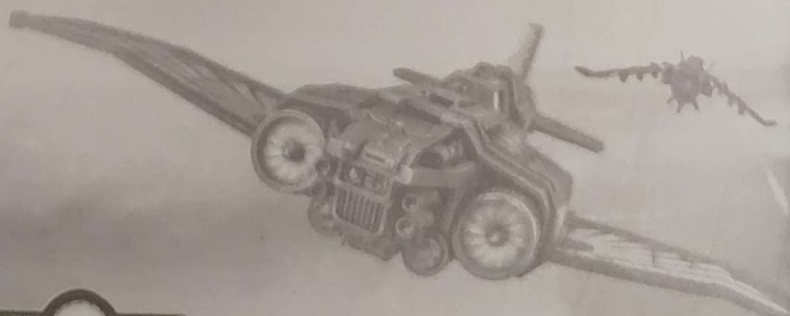
1. **Declare Challenge.**
2. **Face-Off.**
3. **Focus.**
4. **Strike.**
5. **Glory.**

1. DECLARE CHALLENGE

The Declare Challenge Step of the Challenge procedure starts when the Active Player selects a Combat that includes a Model under their control that is eligible to take part in a Challenge and at least one enemy Model that is also eligible to take part in a Challenge. A Combat may not be selected if it does not contain both a friendly and an enemy Model that is currently eligible to take part in a Challenge.

Once a Combat is selected in this Step, then the Active Player must then choose to either issue a Challenge for that Combat or to pass and select another Combat using the criteria noted above. If no further Combats that include both an eligible friendly and enemy Model exist then the Challenge Sub-Phase ends and the Fight Sub-Phase begins.

If a Player chooses to declare a Challenge for the selected Combat, that Player must then select one Model under their control in that Combat that is eligible to take part in a Challenge, that Model is considered the Challenger. The Opposing Player may then select one eligible Model under their control in the Combat to accept the Challenge. If the Opposing Player cannot or chooses not to select an eligible Model to accept the Challenge, then the Player which issued the Challenge must select one enemy Model from the same Combat which was eligible to accept the Challenge (if any such Model exists) and apply the Disgraced Status to that Model (no other Models in the same Unit gain the Status). The Active Player must then immediately select another eligible Combat as detailed above.



THE DISGRACED STATUS

A Model with the Disgraced Status has its Weapon Skill and Leadership Characteristics halved for the duration of the Assault Phase in which the Status is gained. All effects that would normally apply to a Unit that includes a Model with a Status affect any Models in the same Unit as a Model with the Disgraced Status – including being reduced to a Combat Initiative of 1. Unlike other Statuses, the Disgraced Status is automatically removed in the End Phase of the same Player Turn in which it was inflicted with no Check needed to remove it. Note that Models that would be unaffected by other Statuses are also unaffected by the Disgraced Status and the Disgraced Status can be removed before the End Phase by other Rules and effects that can remove Statuses.

A Unit that includes Models with the Routed Status can include Models that have the Disgraced Status.

If the Opposing Player selects an eligible Model to take part in the Challenge, then that Model is considered the Challenged. Both the Challenger and Challenged are immediately removed from the Combat and placed in Base-to-Base Contact with each other before proceeding to Step 2 of the Challenge Sub-Phase.

Any Models placed to one side as part of a Challenge should be placed out of the way of other Combats, Units and Models. For the duration of the Challenge Sub-Phase, they are considered to be out of play in the same manner as Units Embarked on another Model until the Resolution Sub-Phase when they are returned to the Unit they were originally part of. If removing the Challenger and Challenged Models would leave no other Models from the Units those Models were part of in Base Contact, then the Players must make Pile-in Moves (see page 265). Starting with the Active Player, all Models in both Units that are not taking part in the Challenge must make a Pile-in Move before moving to the next Step of the Challenge Process. Note that if at least one Model from each Unit remains in Base Contact with an enemy Model after the Challenger and Challenged are removed, then no Pile-in Move is made.

2. FACE-OFF

Once a Challenge has been accepted and the Challenger and Challenged have been moved to one side, the Controlling Player of each Model may select one Gambit (see page 258) that will be applied to the Model under their control in the Challenge. In the first round of any Challenge, the Controlling Player of the Challenger selects the first Gambit. In every Round of a Challenge after the first, the Player that has Challenge Advantage selects the first Gambit.

Once a Player has selected a Gambit, that Player applies any of its benefits or limitations before the Opposing Player selects a Gambit. However, if the selected Gambits' effects are contradictory then the Gambit selected by the Player with Challenge Advantage takes precedence, or if no Player has Challenge Advantage then the Gambit selected by the Active Player takes precedence. Note that once a Gambit has been selected, no other Models in the Challenge may select the same Gambit in the same Face-Off Step (if the Challenge lasts for more than one pass through the Challenge process, choices made in one Face-Off Step do not limit choices in any additional Face-Off Steps). Once all Models have had a single Gambit selected, or their Controlling Player has chosen not to select a Gambit, the Face-Off Step ends and Players move to the Focus Step.

The following Gambits are available to all Models in a Challenge – note that some Factions or Unique Models may have access to additional Gambits specific to that Faction or Model.

CORE GAMBITS

Seize the Initiative – If this Gambit is selected, then the Controlling Player may roll an additional Dice in the Focus Step and discard the Dice with the lowest result before determining the total.

Flurry of Blows – If this Gambit is selected, then the Model controlled by the Player that selected this Gambit gains a bonus of +D3 to its Current Attacks Characteristic, but any Hits inflicted by these attacks have their Damage Characteristic set to '1' and this may not be modified by any Special Rule (including Shred (X) or Critical Hit (X)).

Test the Foe – If this Gambit is selected, then the Model for which it is selected gains no benefit in the Focus or Strike Steps, but if not Removed as a Casualty automatically gains Challenge Advantage in the Glory Step.

Guard Up – If this Gambit is selected, the Model for which it was selected gains a bonus of +1 to their Weapon Skill Characteristic in the Strike Step, but may only make a single Attack regardless of their Attacks Characteristic. In the Strike Step, each attack made by the enemy Model that fails to Hit grants the Player that selected this Gambit a bonus of +1 to the next Focus Roll made if the Challenge is continued.

Taunt and Bait – If this Gambit is selected, then the Model controlled by the Player that selected this Gambit has its Weapon Skill and Attacks Characteristics reduced to be equal to those of the enemy Model (or if their Characteristics were already equal, by an additional -1) in the Strike Step. However, for each time a Player has selected this Gambit in the current Challenge, they gain +1 Combat Resolution Point if they win that Challenge.

Grandstand – If this Gambit is selected, then the Controlling Player must roll an additional Dice in the Focus Step and discard the Dice with the highest result before determining the total and the Model gains no bonus to the Focus Roll from Outside Support. However, in the Strike Step, the Model under that Player's control gains a bonus to their Attacks Characteristic equal to the Outside Support bonus they would normally have claimed in the Focus Step.

Feint and Riposte – This Gambit may only be selected by the Player choosing the first Gambit in the Face-Off Step. Once selected, the Player that selected this Gambit may name any one other Gambit (including Faction Specific Gambits that the Player does not have access to) and the Opposing Player may not select that Gambit in this Face-Off Step.

Withdraw – If this Gambit is selected, the Model for which it was selected may only make a single Attack regardless of their Attacks Characteristic during the Strike Step. However, in the Glory Step, a Player that has selected this Gambit may choose to end the Challenge, with no Combat Resolution Points scored by either Player, as long as the Model under their control has not been Removed as a Casualty during the Strike Step.

Finishing Blow – If this Gambit is selected, then the Controlling Player must roll an additional Dice in the Focus Step and discard the Dice with the highest result before determining the total of that Focus Roll. However, a Model for which the Finishing Blow Gambit has been selected gains a bonus of +1 to the Strength and Damage Characteristics of all Hits inflicted in the Strike Step.

3. FOCUS

At the start of the Focus Step, each Player must declare which Weapon the Model under their control will use to make attacks with in the Challenge. Each Player may select only one Weapon that the Model under their control has, and the Reactive Player must select a Weapon first.

Once all Players have selected a Weapon for the Model under their control, a Focus Roll must be made for each Model by its Controlling Player. To make a Focus Roll, the Controlling Player of a Model rolls a Dice and adds any modifiers that apply from the list below:

- The Combat Initiative score (see page 259) of each Model is added to the result of the Focus Roll made for that Model.
- A Model with the Heavy Sub-Type suffers a -1 modifier.
- A Model that has a current Wounds Characteristic lower than its base Wounds Characteristic suffers a -1 modifier for each point of difference between the Base Value and the Current Value.
- If a Model, or its chosen Weapon, has the Duellist's Edge (X) Special Rule, it gains a positive modifier equal to the value of X.
- A Model with the Light Sub-Type gains a +1 modifier.
- A Model may gain a positive modifier from Outside Support (see the Outside Support Rule on page 259).

COMBAT INITIATIVE

Combat Initiative for a given Model is always equal to the Current Value of the Model's Initiative Characteristic modified by the Combat Initiative Characteristic of the Weapon being used. Where a Weapon's Initiative Modifier Characteristic is a positive or negative modifier (i.e., prefaced with a '+', '-', or 'x' symbol), then it is combined with the Model's current Initiative Characteristic to determine that Model's Combat Initiative score. Where the Initiative Modifier Characteristic of a Weapon is a fixed value (with no symbol prefacing the number) then it replaces the current Initiative Characteristic of the Model to determine its Combat Initiative score. If a Weapon has an Initiative Modifier Characteristic of 'I' then it applies no modifier to the Initiative Characteristic of the Model.

For example:

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of +2 has a Combat Initiative score of 6 (4+2).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of -1 has a Combat Initiative score of 3 (4-1).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of x2 has a Combat Initiative score of 8 (4x2).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of 2 has a Combat Initiative score of 2 (4 replaced by 2).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of 'I' has a Combat Initiative score of 4 (4 unmodified).

Once both Players have rolled and totalled the results of the Focus Roll and all modifiers, the two totals are compared. The Player with the higher total gains Challenge Advantage and the Model under their control will attack first in the Strike Step and gains a bonus of +1 to its Attacks Characteristic during that Strike Step only (if the Challenge is continued for additional Strike Steps, this bonus does not carry over). If the result of the Focus Roll is a tie, with both Players' total result the same, then both Players must make a new Focus Roll, doing so until one Player's total result is higher than that of the Opposing Player.

Once the Focus Rolls have been made and Challenge Advantage decided, the Players must move to the Strike Step.

OUTSIDE SUPPORT

A Player may claim an Outside Support bonus during the Focus Step if there are other Models under their control in the Combat from which the Challenger and Challenged were selected.

For every five friendly Models in the same Combat as that from which the Challenger and Challenged were selected (from any Units Locked in that Combat), the Model gains a +1 bonus to the Focus Roll.

Only Models that are Engaged may be counted, and Models affected by the Pinned, Stunned, Routed or Suppressed Statuses may not be counted. Models with the Vehicle or Automata Types may not be counted, while Models with the Walker Type count as five Models each for the purposes of this Rule.

If one Player that has a Model Engaged in a Challenge controls other Models in the same Combat, but the other does not (i.e., that Player has only the Model Engaged in the Challenge under their control in that Combat), then a different procedure is used to calculate the Outside Support bonus. In such a case, the Player that controls Models other than the ones Engaged in the Challenge gains a bonus of +2 to the Focus Roll for each five Models, or fraction thereof, in the Combat under their control that are not Engaged in the Challenge. These Models do not need to be Engaged in order to be counted and may be counted even if they are affected by the Pinned, Stunned, Routed or Suppressed Statuses. However, Models with the Vehicle or Automata Types are still not counted.

4. STRIKE

Once the Focus Roll has been made and Challenge Advantage decided, the Player must make attacks in the Strike Step. The order in which Models attack is decided by which Player has Challenge Advantage – Initiative and Special Rules do not have any effect. Each Model's attacks will form a single Strike Group (see page 267), but certain Special Rules may require that Strike Group be split during the Strike Step. All Strike Groups generated for the Player with Challenge Advantage must be resolved before any Strike Groups generated for the remaining Models are resolved.

The Model with Challenge Advantage makes all of their attacks first, before the Opposing Model makes their own attacks. When making attacks, both Players must adhere to the following process:

1. **Make Hit Tests:** The attacking Player makes a number of Hit Tests equal to the Attacks Characteristic of the Model under their control, plus any modifiers from the Weapon selected or gained from Gambits or the Focus Roll. The Target Number for these Hit Tests is determined using the Weapon Skill of the opposing Model in the Challenge, not the majority Characteristic of the Unit that Model was part of.
2. **Make Wound Tests:** Once all Hit Tests have been made, any successes generate Hits and a Wound Test must be made for each Hit by the attacking Player. The Target Number for these Wound Tests is determined using the Toughness of the opposing Model in the Challenge, not the majority Characteristic of the Unit that Model was part of. If the opposing Model has an Armour Characteristic instead of Toughness, then an Armour Penetration Test is made instead of a Wound Test. Any Armour Penetration Tests are made using the highest Armour Value of the opposing Model.
3. **Opposing Player makes Saving Throws and/or Damage Mitigation Tests:** Once all Wound Tests have been made, any successes generate wounds. The Opposing Player may make one Saving Throw for each wound, if a Saving Throw can be made, with each successful Saving Throw causing one wound to be discarded. If any wounds remain after Saving Throws have been made the Opposing Player may take one Damage Mitigation Test per remaining wound, if a Damage Mitigation Test is available. Each successful Damage Mitigation Test causes one wound to be discarded.
4. **Apply Damage from Unsaved Wounds:** Any wounds not discarded through Saving Throws or Damage Mitigation Tests become Unsaved Wounds. For each Unsaved Wound, the opposing Model must reduce its

Wounds or Hull Points Characteristic by an amount equal to the Damage Characteristic of the Weapon used by the Model that inflicted the Unsaved Wound. If a Model's Wounds or Hull Points Characteristic is reduced to 0 or less then it is Removed as a Casualty.

Winning a Challenge

If a Model engaged in a Challenge is Removed as a Casualty, then the Player controlling the remaining Model is the winner of that Challenge. When either or both Models are Removed as Casualties during a Challenge then the Players must move to the Glory Step immediately.

Challenge Ends as a Draw

If, after all attacks have been made for all Models engaged in the Challenge, neither the Challenger nor the Challenged has been Removed as a Casualty then the Challenge is a draw. The Controlling Player of the Model with Challenge Advantage may choose to either return to the Step 2 of the Challenge procedure and repeat steps 2, 3 and 4 of that procedure again or to move to the Glory Step.

In a given Challenge there is no limit to the number of times Steps 2, 3 and 4 of the Challenge procedure may be repeated due to the Challenge being continued.

5. GLORY

If, when the Glory Step is begun, either Model involved in the Challenge has been Removed as a Casualty then the Controlling Player of the remaining Model is the winner of the Challenge and gains a number of Combat Resolution Points equal to the Wounds Characteristic of the Model Removed as a Casualty (not the number of wounds inflicted, but the Base Wounds Characteristic) – this value is increased by +1 if the Model Removed as a Casualty had the Paragon Type or the Command Sub-Type.

If neither Model has been Removed as a Casualty when the Glory Step is begun, then the Controlling Player of the Model that inflicted the most wounds on the other Model in this Challenge is the winner and gains a number of Combat Resolution Points equal to the number of wounds inflicted. The Controlling Player of the Model that is not the winner gains no Combat Resolution Points even though the Model has not been Removed as a Casualty.

If neither Model was Removed as a Casualty and no wounds were inflicted or both Players inflicted the same number of wounds, then the Challenge is a draw and neither Player gains Combat Resolution.

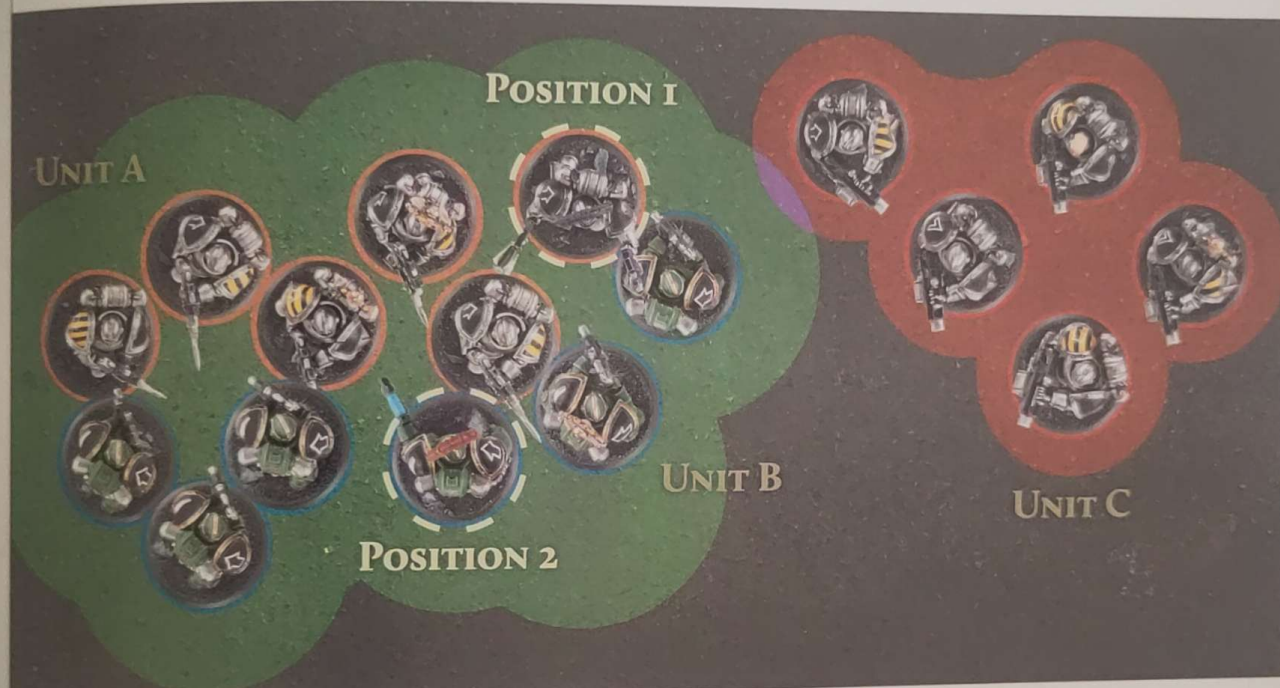
Once the winner of the Challenge has been decided, the Players must return to Step 1 and select a new Combat to declare Challenges for (or if no eligible Combats remain, end the Challenge Sub-Phase and start the Fight Sub-Phase).

RETURNING THE CHALLENGER AND CHALLENGED TO UNITS

Any Models which made attacks as part of the Challenge Sub-Phase, but are not Removed as Casualties must remain to one side until the Resolution Sub-Phase – after any Combats have been resolved in the Fight Sub-Phase. In Step 1 of the Resolution Sub-Phase, all Models that made attacks as part of the Challenge Sub-Phase are returned to the Unit that they were originally part of. They may be placed anywhere as long as they are in Unit Coherency with at least one other Model from the same Unit and must be Engaged with an enemy Unit if at all possible.

If the Unit the Model was originally part of has been entirely Removed as Casualties during the Fight Sub-Phase then the Model must be placed in Base Contact with any enemy Model in the Unit that it was Locked in Combat with at the start of the Challenge Sub-Phase. In such a case, the Model returned to play is considered to remain Locked in the same Combat, retaining any Combat Resolution modifiers inflicted in both the Challenge Sub-Phase and Fight Sub-Phase. The Combat is then resolved as normal.

Note that this means that Models that make attacks in the Challenge Sub-Phase will not be able to make attacks of any kind during the following Fight Sub-Phase, nor may wounds be allocated to them during that Fight Sub-Phase. In some cases this may result in a Unit being 'Locked in Combat' but with no enemy Models to target with attacks during the Fight Sub-Phase. In such a case, no attacks are made during the Fight Sub-Phase, and those Models that remain on the Battlefield as part of that Combat may not make Pile-in Moves or otherwise move. After any Models that were Engaged in a Challenge are returned to their Units, the Combat is then resolved as normal – applying both any Combat Resolution Points from the Challenge as well as any applied due to the composition of the Unit, such as outnumbering or vexilla.



In the example pictured above, two Models, one Iron Warrior from Unit A and one Salamander from Unit B, have been removed to take part in a Challenge and must now be returned to the Units they were part of. The Models must be placed in Unit Coherency with their Unit and must be Engaged with an enemy Model for the Unit they were in Combat with if possible. No Model being returned to its Unit may be placed in base contact with any Model from Unit C.

The Iron Warrior is returned to position 1, while the Salamander is returned to position 2. Both are in Coherency with at least one Model from their Unit and Engaged with an enemy Model. They are not required to be in base contact with another Model returned from the Challenge, nor in the same position they occupied before being removed to fight the Challenge.

FIGHT SUB-PHASE

In the Fight Sub-Phase, Combats are resolved and Models make melee attacks.

In the Fight Sub-Phase, the Active Player will select each Combat on the Battlefield in an order of their choosing and resolve a round of Combat. A round of Combat is a single pass through the Initiative Steps order, allowing all Models in the Units Locked in that Combat to make attacks. Only Units that begin the Fight Sub-Phase Locked in Combat may make attacks during the Fight Sub-Phase. If a Unit that was not Locked in Combat at the start of the Fight Sub-Phase becomes part of a Combat by any means, then the Models in that Unit may not make attacks as part of any Combat in the same Fight Sub-Phase.

Once the Fight Sub-Phase has begun, the Active Player must select each Combat on the Battlefield, one at a time and in an order of the Active Player's choosing. For each Combat, once it is selected, the Players must resolve a round of Combat. Once that round of Combat has been resolved, the next Combat must be selected. Once all Combats have been selected once and a round of Combat resolved for it, the Fight Sub-Phase ends and the Resolution Sub-Phase begins.

To resolve a round of Combat, a Player must follow this procedure:

1. **Determine Combat Units.**
2. **Declare Weapons and Set Initiative Steps.**
3. **Resolve First Initiative Step.**
4. **Continue Resolving Initiative Steps.**
5. **Make Final Pile-in Moves.**

FIGHT SUB-PHASE TERMINOLOGY

The Fight Sub-Phase makes use of a number of unique gaming terms that are used frequently throughout. In order to make things clearer and easier to follow, the most important are defined here for reference:

Combat Round – A Combat Round is a single pass through all Initiative Steps used in a given Combat. In each Fight Sub-Phase a given Combat resolves a single Combat Round, and if any Models remain Locked in Combat then further Combat Rounds are resolved in later Player Turns.

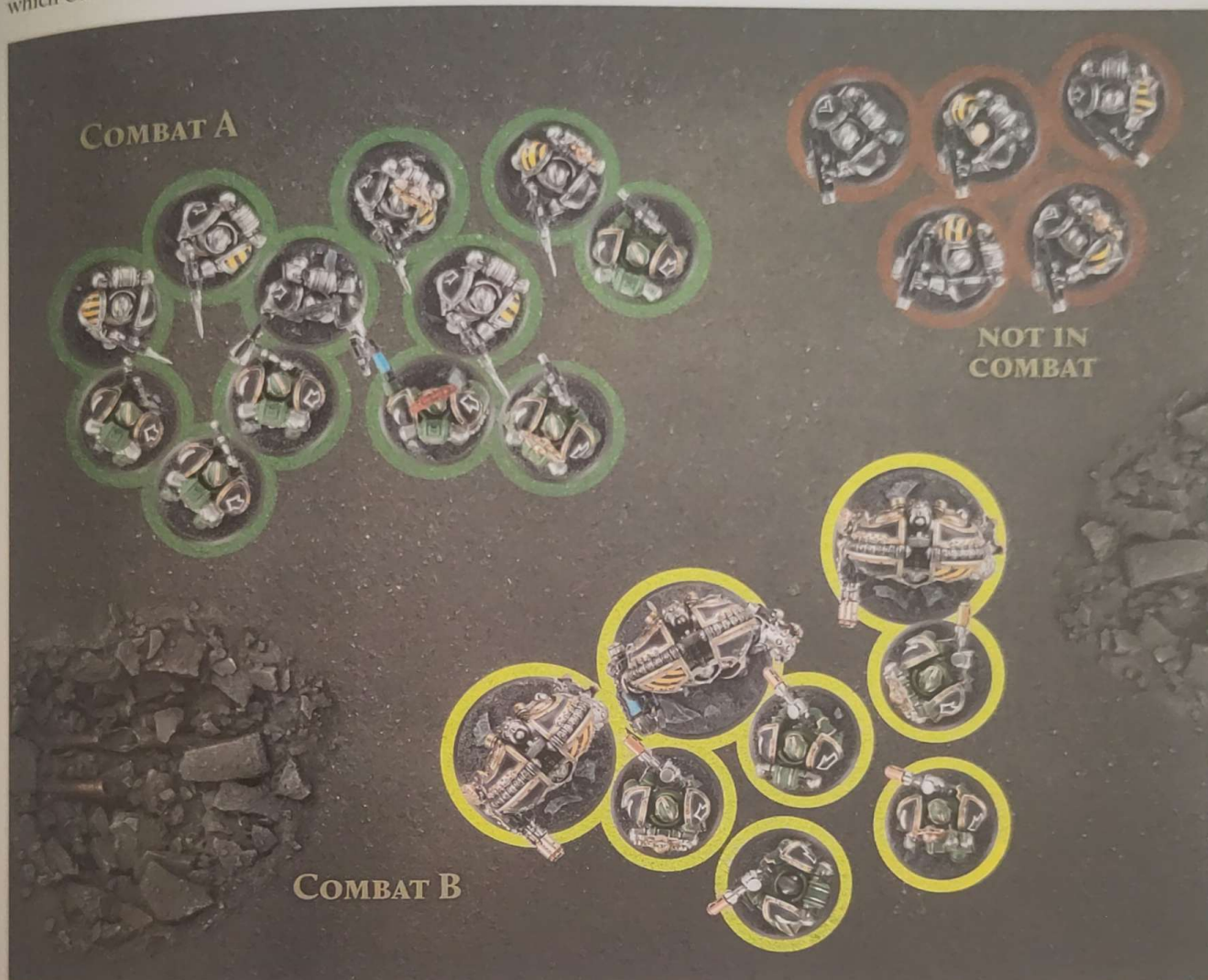
Initiative Step – A Combat Round is made up of Initiative Steps, each of which has a value assigned to it to show the order in which they are resolved. In each Initiative Step, Models whose Combat Initiative score is equal to the value of the Initiative Step may make attacks. Initiative Steps are always resolved in descending order, from highest to lowest. As such, Initiative Step 10 is resolved before Initiative Step 9. Models removed from Combat before the Initiative Step in which they can attack lose the opportunity to make attacks.

Combat Initiative Score – A Model's Combat Initiative score is the combined value of that Model's current Initiative Characteristic and the Initiative Modifier Characteristic of the Weapon used to make attacks for that Model. It determines in which Initiative Step attacks may be made for that Model.



1. DETERMINE COMBAT UNITS

The first Step in resolving a Combat is to determine which Units are a part of that Combat. Where a Unit under the Active Player's control has one or more Models in Base Contact with an enemy Model, it is considered to be Locked in Combat with the Unit that Model is part of. These two Units that are Locked in Combat form one Combat in the Fight Sub-Phase. If Models from a Unit under the Active Player's control are in Base Contact with Models from more than one enemy Unit, then that Unit is considered to be Locked in Combat with all of those enemy Units, forming a single Combat. Likewise, if more than one Unit under the Active Player's control has Models in Base Contact with Models from the same enemy Unit, then those Units are Locked in Combat and form a single Combat. The Players should determine which Units will be included in the selected Combat using these guidelines before moving to Step 2.



The example pictured above shows five Units at the start of the Fight Sub-Phase. These five Units are engaged in two distinct Combats. Marked in green are an Iron Warriors Tactical Squad and a Salamanders Tactical Squad. At least one Model from each of these Units is Engaged with an enemy Model from the other Unit and so these Units are Locked in Combat. Marked in yellow are an Iron Warriors Saturnine Terminator Squad and a Salamanders Tactical Support Squad. At least one Model from each of these Units is Engaged with an enemy Model from the other Unit and so these Units are Locked in Combat. No Models from the Units marked in green is engaged with any enemy Model marked in yellow and thus these two groups form separate Combats despite their proximity. Finally, an Iron Warriors Tactical Squad is marked in red, no Models from this Unit are Engaged with any enemy Model and so this Unit is not Locked in Combat.

Note that any given Unit may only make attacks in one Combat per Assault Phase. If for any reason a Unit that has already made attacks as part of a Combat in the current Assault Phase is later included in another Combat, then the Models in that Unit may not make attacks when resolving that Combat.

2. DECLARE WEAPONS AND SET INITIATIVE STEPS

Once all Units involved in the current Combat have been determined, the Player that controls each Unit must declare which Weapons will be used to make attacks for Models in that Unit. First, the Reactive Player must declare Weapons for all of the Models under their control in the Combat, and then the Active Player declares Weapons for all of the Models under their control in the combat. Each Model may have a single Melee Weapon selected by its Controlling Player, and all attacks made in this Combat for that Model must use the selected Weapon. If a Model has no Melee Weapons then all attacks for that Model must be made using the basic close combat weapon profile.

The Basic Close Combat Weapon

The basic close combat weapon represents a warrior kicking, punching and otherwise using their raw physical prowess and improvised weapons to inflict harm on the enemy. It may only be used when a Model has no Weapons with the Melee Special Rule. A basic close combat weapon has the Melee Trait and the following profile:

IM	AM	SM	AP	D	Special Rules	Traits
1	A	S	-	1	None	Melee

Once Weapons have been declared, Players should note the Initiative Steps that will be used in this Combat Round and which Models will make attacks in those Steps. To determine the number of Initiative Steps required in a Combat Round, first determine the Combat Initiative score of all Models in the Combat. Each Combat Round will include one Initiative Step for each Combat Initiative score among the Models making attacks as part of a Combat.

For example, the Active Player controls a Unit that includes 9 Models with a Combat Initiative score of 4 and 1 Model with a Combat Initiative score of 1, while the Opposing Player controls a Unit that includes 5 Models with a Combat Initiative score of 5. The Round of Combat will include 3 Initiative Steps: an Initiative Step 5 first, then an Initiative Step 4 and then an Initiative Step 1 last.

In each Combat Round, the Initiative Steps are resolved in order from highest value to lowest. Any Models that are Removed as Casualties before the Initiative Step in which they attack, cannot attack.

COMBAT INITIATIVE

Combat Initiative for a given Model is always equal to the Current Value of the Model's Initiative Characteristic modified by the Combat Initiative Characteristic of the Weapon being used. Where a Weapon's Initiative Modifier Characteristic is a positive or negative modifier (i.e., prefaced with a '+', '-' or 'x' symbol), then it is combined with the Model's current Initiative Characteristic to determine that Model's Combat Initiative score. Where the Initiative Modifier Characteristic of a Weapon is a fixed value (with no symbol prefacing the number) then it replaces the current Initiative Characteristic of the Model to determine its Combat Initiative score. If a Weapon has an Initiative Modifier Characteristic of '1' then it applies no modifier to the Initiative Characteristic of the Model.

For example:

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of +2 has a Combat Initiative score of 6 (4+2).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of -1 has a Combat Initiative score of 3 (4-1).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of x2 has a Combat Initiative score of 8 (4x2).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of 2 has a Combat Initiative score of 2 (4 replaced by 2).

A Model with a current Initiative Characteristic of 4 and a Weapon with an Initiative Modifier Characteristic of '1' has a Combat Initiative score of 4 (4 unmodified).

3. RESOLVE FIRST INITIATIVE STEP

Once Initiative Steps have been determined, the first must be resolved. The first Initiative Step is always the one representing the highest Combat Initiative score. In each Initiative Step, those Models with the same Combat Initiative score as that Initiative Step will make attacks and then any Hits, wounds and Unsaved Wounds generated by those attacks will be resolved. The Rules on page 266 fully explain how to resolve an Initiative Step.

4. CONTINUE RESOLVING INITIATIVE STEPS

Once the first Initiative Step has been resolved, the remaining Initiative Steps (if there are more than one) are resolved one at a time. In all Combat Rounds, Initiative Steps are resolved starting with the one representing the highest Combat Initiative score and then in descending order. Each Initiative Step must be fully resolved using the Rules found on page 266 before proceeding to the next.

This Step is repeated until all Initiative Steps have been resolved. When no more Initiative Steps remain, the Players must move to Step 5.

5. MAKE FINAL PILE-IN MOVES

Once all Initiative Steps for this Combat Round have been resolved, any Models from a Unit that is part of the Combat being resolved, but that are not in Base Contact with an enemy Model from a Unit that is part of the same Combat, must make a Pile-in Move.

Once any Pile-in Moves have been made, the Combat Round for the selected Combat is complete.

PILE-IN MOVES

When a Model is required to make a Pile-in Move, the Model's Controlling Player must attempt to move the Model into Base Contact with an eligible enemy Model. The distance moved for a Pile-in Move is always equal to the current Initiative Characteristic of the Model making the Pile-in Move. If a Model that is required to make a Pile-in Move cannot end that move in Base Contact with an eligible target, then it must end the move as close as possible to an eligible target.

Eligible targets for a Pile-in Move must be one of the following:

- Any enemy Model from the same Combat, if the Model making the Pile-in Move is Locked in Combat.
- Any enemy Model from a Unit that was the target of a Charge made for the Model making the Pile-in Move.
- Any enemy Model from a Unit that has had a Charge declared for it which targets the Unit that includes the Model making the Pile-in Move.

If there are no eligible Models then no Pile-in Move is made and the Model remains in its current position. Models making a Pile-in Move may move within any distance of any enemy Model without penalty or restriction and may end the move in Base Contact with an enemy Model. Pile-in Moves are not modified by Difficult Terrain, but Dangerous Terrain Tests are made as normal.



RESOLVING AN INITIATIVE STEP

Initiative Steps are where attacks are made in Combat and will be the focus of the Fight Sub-Phase.

Each Initiative Step is a self-contained stage which allows a set number of Models from Units Locked in the same Combat to make attacks. In each Initiative Step, only the Models with the same Combat Initiative score as the value attached to that Initiative Step may make attacks – for example, in Initiative Step 4 only Models with a Combat Initiative score of 4 could make attacks. To complete each Initiative Step, the Player must follow the procedure shown below:

In all cases, each Initiative Step is resolved by following these Steps:

1. **Declare Combatants.**
2. **Make Pile-in Moves for Combatants.**
3. **Declare Engaged Models.**
4. **Set Strike Groups.**
5. **Make Hit Tests.**
6. **Make Wound Tests.**
7. **Select Strike Group & Target Model.**
8. **Make Saving Throws & Damage Mitigation Rolls.**
9. **Select Next Strike Group.**
10. **Remove Casualties.**

Designer's Note:

Statuses and Combat Initiative Score

A Model affected by any Status always makes attacks in Initiative Step 1, regardless of the Model's Combat Initiative score. This may not be changed by modifiers to Initiative, Combat Initiative score or by other Rules which modify the Initiative Step in which a Model may attack. This means that in most Combats, a Model affected by any Status will almost always attack last, if they survive that long...

1. DECLARE COMBATANTS

The first Step of any Initiative Step is to declare which Models will make attacks in that Initiative Step. Starting with the Active Player, both Players must indicate which of the Models under their control are eligible to make attacks in that Initiative Step. These Models are hereafter referred to as 'Combatants'.

2. MAKE PILE-IN MOVES FOR COMBATANTS

In this Step, all Combatants that are not in Base Contact with an enemy Model must make a Pile-in Move. The Active Player makes Pile-in Moves for all Combatants under their control first, followed by the Reactive Player.

3. DECLARE ENGAGED MODELS

To make attacks in a given Initiative Step, a Combatant must be Engaged with at least one enemy Model in the same Combat. Starting with the Active Player, both Players must indicate which of the Combatants under their control are Engaged and will be making attacks.

ENGAGED

A Model is Engaged if either:

- That Model is in Base Contact with an enemy Model in the same Combat.
- That Model is no more than 2" from another Model in the same Unit which is in Base Contact with an enemy Model.

If the Models that are eligible to attack in a given Initiative Step are Engaged with Models from more than one enemy Unit, then the Controlling Player must also declare which enemy Unit will be the target of each Model that has more than one potential target. In such cases a specific Model is not declared as a target, just the enemy Unit – however, an enemy Unit may only be selected as a target for a Model that is Engaged with at least one Model from that Unit.



4. SET STRIKE GROUPS

All Players making attacks in the Initiative Step must establish one or more Strike Groups. Each Strike Group is comprised of all of the attacks made with Weapons of the same name by Combatants under a given Player's control. So, in an Initiative Step in which a Player intends to make attacks with both chainswords and power swords, that Player would have to divide the attacks made by Combatants under their control into two Strike Groups: one for chainswords and one for power swords.

If a Weapon used to make any attacks has more than one profile, then attacks using different profiles must form different Strike Groups even though they are made with the same Weapon. Lastly, if the Combatants include Models with different Weapon Skill Characteristics, then Strike Groups must be further divided so that no Strike Group includes attacks made by Combatants with different Weapon Skill Characteristics.

In a Combat where attacks in a given Strike Group are to be directed against two different enemy Units, then that Strike Group must be split. A separate Strike Group must be formed for attacks directed against each enemy Unit, so that no Strike Group contains attacks targeting more than one Unit. Note that Models which have joined a Unit, such as those with the Command or Specialist Sub-Types, are not considered separate Units for this purpose.

When making Hit Tests, all attacks in a Strike Group are rolled at the same time and their results kept separate from those of other Strike Groups. In all cases, the Active Player decides in which order the Strike Groups in an Initiative Step are resolved, but all attacks in a given Strike Group must be resolved before another Strike Group may be selected.

Designer's Note:

Strike Groups and Target Units

Note that in a Combat that includes multiple Units, it is important to track which Strike Groups are targeting which Unit, as this will affect the Hit Tests and Wound Tests made for that Strike Group. Players are encouraged to keep these Strike Groups clearly separate between steps in the Initiative Step so that all Players are aware of which Units are the target of which attacks.

5. MAKE HIT TESTS

Once Strike Groups have been declared, the Active Player selects a Strike Group. The Player that controls the Models whose attacks comprise that Strike Group totals the Attacks Characteristics of all Weapons in that group, with the total determining the number of Hit Tests that must be made for that Strike Group. These Tests are made by the Player that controls the Models whose attacks make up that Strike Group, using the Rules found on page 195.

Note that to determine the Target Number for a Hit Test targeting a Unit that includes more than one Model, use the Weapon Skill Characteristic that is in the majority in the Target Unit by counting the number of Models with each different value – the Bulky (X) Special Rule and Type of a Model have no effect on whether a Weapon Skill Characteristic is in the majority, it is decided simply by the number of Models with a given Weapon Skill Characteristic in the Unit. If two or more Weapon Skill Characteristics are tied for majority, use the highest of these tied Characteristics.

Designer's Note: Batch Rolling

In many cases, a number of Tests will need to be made that have identical Target Numbers and potential results. In such cases, it is entirely proper for all of those Dice to be rolled at once and then sorted into successes and failures – a practice known as batch rolling or 'fast dicing'. It is up to the Player that is rolling to decide if they wish to roll each Test one at a time or to batch roll.

Once all Hit Tests have been made for a Strike Group, the successes are placed to one side and the failures are discarded. All Hits (successes generated by Hit Tests) remain in the Strike Groups that generate them – if a Strike Group results in no successes then that Strike Group is discarded and the Active Player must select another Strike Group to resolve. Once all Hit Tests for the selected Strike Group have been resolved, the Active Player must select another Strike Group to resolve, if Hit Tests have been resolved for all Strike Groups in this Initiative Step then the Players must move to the next Step.

SPLITTING STRIKE GROUPS

Sometimes a Hit, wound or Unsavable Wound will gain a bonus to one of its Characteristics or gain a Special Rule depending on the results of a Hit Test or Wound Test (for example, due to the Breaching (X) Special Rule, see page 327). At the end of the Step in which this occurs, the Player making the attacks must split that Strike Group into separate Strike Groups, one for unmodified Hits, wounds or Unsavable Wounds and a new Strike Group for the Modified Hits, wounds or Unsavable Wounds. The Strike Group which includes modified Hits, wounds or Unsavable Wounds is placed to one side and the Player making the attacks should continue to resolve the Strike Group that contains any Unmodified Hits, wounds or Unsavable Wounds. If no Unmodified Hits, wounds or Unsavable Wounds remain in that Strike Group then the Player making the attacks must instead continue to resolve the Strike Group for modified Hits, wounds or Unsavable Wounds from the Step where it was set aside. In all cases, where a Strike Group has been set aside after Step 5 and the Player resolving the attacks is instructed to select a new Strike Group to resolve, they must first select the put aside Strike Group before selecting any other Strike Group to resolve.

6. MAKE WOUND TESTS

Once all Hit Tests for all Strike Groups have been resolved, Wound Tests must be resolved for all Strike Groups. First, the Active Player selects a Strike Group. Then, the Player that controls the Models whose attacks comprise that Strike Group totals the Hits remaining in that Strike group, with the total determining the number of Wound Tests that must be made for that Strike Group. These Tests are made by the Player that controls the Models whose attacks make up that Strike Group, using the Rules found on page 197.

Note that to determine the Target Number for a Wound Test targeting a Unit that includes more than one Model, use the Toughness Characteristic that is in the majority in the Target Unit by counting the number of Models with each different value – the Bulky (X) Special Rule and Type of a Model have no effect on whether a Toughness Characteristic is in the majority, it is decided simply by the number of Models with a given Toughness Characteristic in the Unit. If two or more Toughness Characteristics are tied for majority, use the highest of these tied Characteristics.

If the attacks in this Strike Group are targeting a Model with the Vehicle Type then no Wound Tests are made. Instead, an Armour Penetration Test is made for each Hit using the Rules detailed on page 220. Note that during the Fight Sub-Phase, all Armour Penetration Tests for attacks targeting a Model with the Vehicle Type are made targeting the Rear Armour facing without regard to the placement of Models on the Battlefield. Any Armour Penetration Tests that result in a Penetrating Hit are considered successes and placed to one side until Step 7, while any that result in a Glancing Hit are placed aside until Step 10. Any Armour Penetration Tests that result in neither a Penetrating or Glancing Hit are considered failures and discarded.

Once all Wound Tests have been made for the selected Strike Group, the successes are placed to one side and the failures are discarded. All wounds (successes generated by Wound Tests) remain in the Strike Groups that generate them – if a Strike Group results in no successes then that Strike Group is discarded and the Active Player selects a new Strike Group to resolve. Once all Wound Tests for all Strike Groups have been resolved, move to the next Step.

7. SELECT STRIKE GROUP & TARGET MODEL

With all Wound Tests or Armour Penetration Tests resolved, the remaining Strike Groups must be divided into two sets – one for each Player, with each Player claiming those Strike Groups that target a Unit under their control. The Active Player must then select a Strike Group they have claimed. If the Active Player has claimed no Strike Groups or has already resolved all Strike Groups they had claimed, then the Opposing Player must select a Strike Group which they have claimed. If there are no Strike Groups to select then skip to Step 10 of the Initiative Step procedure. Once a Strike Group has been selected, the Player that claimed it must select an initial Target Model.

The Player that selects the initial Target Model, may select any Model in the Target Unit (the selected Model does not have to be a Combatant in the current Initiative Step). If any eligible Model has already had its Wounds or Hull Points Characteristic negatively modified (sometimes referred to as having 'already lost wounds') but has not been removed from the Unit, then that Model must be selected as the Target Model unless it also has the Command Sub-Type. Note that if the Attacking Player has inflicted only wounds, then the Target Model may not have the Vehicle Type, while if the Attacking Player has inflicted only Penetrating Hits then the Target Model must have the Vehicle Type – if an appropriate Target Model cannot be selected then all remaining wounds or Penetrating Hits are discarded. If the Attacking Player has inflicted both wounds and Penetrating Hits, then separate Target Models must be selected for them. If there is no eligible Model that may be selected as the Target Model then all remaining wounds or Penetrating Hits in the current Strike Group are discarded and a new Strike Group must be selected using the same Rules as those used to select the first.

8. MAKE SAVING THROWS & DAMAGE MITIGATION ROLLS

Once a Target Model has been selected, wounds or Penetrating Hits are applied to that Model from the Current Strike Group one at a time until either all wounds or Penetrating Hits in the Strike Group have been applied or the Target Model is Removed as a Casualty from the Unit.

To apply a wound or Penetrating Hit, first determine if the Target Model may take a Saving Throw – note that a Model may attempt only one Saving Throw per wound applied, no matter how many may be available. If a Saving Throw is available, the Player controlling the Target Model may attempt one Saving Throw per wound or Penetrating Hit applied, and if the Saving Throw is successful the wound or Penetrating Hit is discarded. If the Saving Throw is failed, then the Player controlling the Target Model may attempt a Damage Mitigation Test, if any are available. If a Damage Mitigation Test is successful then the wound or Penetrating Hit is discarded, and if it is failed then an Unsaved Wound or Unsaved Penetrating Hit is generated and applied to the Target Model.

Wounds or Penetrating Hits that are applied and not discarded due to a successful Saving Throw or Damage Mitigation Test are referred to as Unsaved Wounds or Unsaved Penetrating Hits. When applied, the Target Model must reduce its Wounds or Hull Points Characteristic by an amount equal to the Damage Characteristic of the Unsaved Wound or Penetrating Hit. If the Target Model's Wounds or Hull Points Characteristic is reduced to 0 or less then it is Removed as a Casualty from the Unit and placed to one side (do not remove it from play until Step 10) and a new Target Model must be selected using the same process as when selecting the initial Target Model. If the Target Model's Wounds or Hull Points Characteristic is not reduced to 0 or less then the Model remains in play and another wound or Penetrating Hit is applied to it, following the same procedure as the first.

Designer's Note: Unlikely Target Models

The choice to allow the Target Model selected to be any Model in the Target Unit may lead to situations where a Player can select a Model as the Target Model when there appears to be no practical way for it to have been struck. This is intentional, and a choice made for two reasons. First and foremost, it is simple and does not require Players to track which Hits or wounds were caused by which specific Model, speeding up the process of resolving attacks. Secondly, while Models remain in place during the Fight Sub-Phase, the actual warriors they represent are constantly in motion – pushing to and fro in the melee and exchanging blows with any enemies that come within reach. We can assume within the narrative of the Battle, if not the exact position of the Models, that any number of explanations exist for how an unlikely Model becomes the target of enemy attacks.

Designer's Note:**Batch Rolling Armour Saves**

As with Hit Tests and Wound Tests, in most cases the Target Unit will be composed of Models that all have the same Saving Throws and Damage Mitigation Tests. Rather than applying wounds or Penetrating Hits one at a time, the Player that controls the Target Unit can simply make a Saving Throw for each wound or Penetrating Hit and then remove eligible Models. If Players choose to use this faster process then they may want to note any Models with different Wargear, such as banners or special Weapons, that would make them more valuable and roll any Saving Throws for those Models separately.

Wounds or Penetrating Hits continue to be allocated from the selected Strike Group in this manner until either all Eligible Target Models have been Removed as Casualties or there are no more wounds or Penetrating Hits remaining in the Strike Group. If there are any Strike Groups generated in this Initiative Step that have not yet been resolved then the Players move to Step 9, or if there are no more Strike Groups to resolve then the Players must instead move to Step 10.

9. SELECT NEXT STRIKE GROUP

If more Strike Groups remain after one has been fully resolved then the Players must return to Step 7.

10. REMOVE CASUALTIES

Once all Strike Groups in the current Initiative Step have been fully resolved, all Models Removed as Casualties must be removed from play. Models with the Vehicle Type that have suffered Glancing Hits should have one roll made for them on the Vehicle Damage Table for each Glancing Hit in this Step. The number of Models removed should be noted for the Resolution Sub-Phase, ideally by placing a Dice or Marker to indicate this.

Once all Casualties have been removed from play, the Initiative Step is complete and if there are more Initiative Steps in the Combat to resolve, the next one should be begun. If no more Initiative Steps remain to resolve, then the next Combat is begun or if no more Combats remain to resolve, then the Resolution Sub-Phase begins.

If, once all Casualties have been removed from play, all enemy Models have been Removed as Casualties and only Models from a single side remain, that Combat is declared a Total Victory and those Units that remain are no longer considered Locked in Combat. See the Rules for Massacres on page 271.

RESOLUTION SUB-PHASE

In the Resolution Sub-Phase, all Combats that had a Combat Round fought for them must go through the Combat Resolution process. This will determine if the Units remain Locked in Combat or if the Units leave Combat.

In the Resolution Sub-Phase, the first Step is to return any Models removed from their Units to take part in Challenges to the Unit they were part of. The Rules for doing so are detailed on page 261. Once all Models from Challenges have been returned to their Units, the Active Player must select each Combat for which a Combat Round was fought in that Assault Phase. The Combats may be selected in an order of the Active Player's choosing. Once selected, the Players must resolve the Combat Resolution process for that Combat, and once complete the Active Player selects another eligible Combat. The Resolution Sub-Phase ends when all Combats for which a Round of Combat was fought have been through the Combat Resolution process.

MASSACRES

Sometimes, a Combat Round may result in all Models under one Player's control being Removed as Casualties, leaving the surviving Units no longer Locked in Combat. This is referred to as a Massacre. Any Unit or Units that remain after a Massacre may be selected during the Resolution Sub-Phase, but do not use the normal Combat Resolution process and instead skip to Step 4 and must Consolidate.

Note that it is not considered a Massacre if all Models that are part of a Unit in the Fight Sub-Phase are Removed as Casualties, but a Model that was taking part in a Challenge is 'returned' to that Unit at the start of the Resolution Sub-Phase. In such a case the Combat Resolution Process is resolved as normal, retaining all Combat Resolution Points scored as a result of Casualties inflicted during the Fight Sub-Phase and Challenge Sub-Phase.

The Combat Resolution process consists of the following Steps:

1. **Total Combat Resolution Points.**
2. **Declare Winner.**
3. **Make Panic Checks.**
4. **Aftermath.**

I. TOTAL COMBAT RESOLUTION POINTS

For the selected Combat, each Player should total the Combat Resolution Points scored by all Units under their control in that Combat. Combat Resolution Points are scored for the following:

- 1 Combat Resolution Point is scored for each enemy Model Removed as a Casualty in that Combat during the Fight Sub-Phase.
- The Player who currently controls the most Models in the selected Combat scores 1 Combat Resolution Point.
- The result of Challenges may grant Combat Resolution Points (see the Rules for Challenges on page 256).
- Certain Wargear items and Special Rules may also allow a Player to score additional Combat Resolution Points.

Note that in a Combat where either Player controls more than one Unit, a single total of Combat Resolution Points is determined, with all Units under that Player's control contributing towards it. This single total will decide the fate of all Units that Player controls in the Combat rather than determining a separate total for each Unit.

2. DECLARE WINNER

Once Combat Resolution Point Totals have been determined for all Players that control one or more Units in the selected Combat, the winner is declared. The Player that has scored the highest total of Combat Resolution Points is the winner and the Opposing Player is the loser. If two or more Players have scored the same number of Combat Resolution Points then the Combat is a tie and there is no winner or loser.

If a winning Player is declared then proceed to Step 3, if the Combat was declared a tie then proceed to Step 4.

3. MAKE PANIC CHECKS

The Player that loses a Combat must make a single Leadership Check. The Check uses the majority Leadership of the Unit under that Player's control in the Combat. If the Player controls more than one Unit in the same Combat then they must select one Unit and use the Leadership Characteristic of the majority of Models in that Unit for the Check. If any Unit under the losing Player's control includes one or more Models with the Command Sub-Type or Sergeant Sub-Type then the Leadership Characteristic of any such Model may be used for the Check instead. In addition, the difference between the Combat Resolution Points totals of the winning Player and the losing Player is applied as a negative modifier to the result of this Leadership Check.

If the Leadership Check is failed then all Models in the Combat under the control of the Player that lost the Combat gain the Routed Status. If the Check is passed, there is no further effect. If all the Models under the losing Player's control in the Combat already have the Routed Status then no Leadership Check should be made, and the Models remain under the effects of the Routed Status.

Once the losing Player has resolved this Leadership Check, proceed to Step 4.

4. AFTERMATH

In this Step, the Players must select an option for each Unit under their control in the Combat. Each Unit may have a different option selected for it, but Units will have the options available to them limited depending on whether the Controlling Player won or lost the Combat and the choices made for other Units. The losing Player must declare which options they have selected for all Units under their control in the Combat before the winning Player makes any choices. If the Combat resulted in a draw, then the Active Player may choose which Player selects options first. The options available are as follows:

- A Unit that includes any Models with the Routed Status must Fall Back.
- Any Unit that does not include any Models with the Routed Status may choose to Hold, Disengage* or Fall Back.
- If all enemy Units are Falling Back or Disengaging, the Player that won the Combat may choose to have any Unit under their control in the Combat Pursue, Gun Down or Consolidate.

**Disengage may only be selected if the Unit for which it is chosen has lost the Combat, not if that Unit won or drew the Combat.*

AFTERMATH OPTIONS

Hold - All Models in a Unit that Holds must make an immediate Pile-in Move and if any of its Models are in Base Contact with an enemy Model, the Unit remains Locked in Combat.

Disengage - A Unit that Disengages must make an immediate Disengage Move. To make a Disengage Move, the Controlling Player of the Unit must move each Model in the Unit a distance equal to the Model's Movement Characteristic. This move can be made in any direction, as long as each Model moving is moving away from any enemy Models that are part of the Combat the Model is Disengaging from. If the Model cannot move without moving closer to such an enemy Model then a Disengage Move may not be made for the Unit that Model belongs to and the Unit must instead Hold (see above). Each Model moved must end its move in Unit Coherency with at least one other Model from the same Unit and may not end the move in Base Contact with any enemy Model. If, for any reason, a Unit ends a Disengage Move with any Models in that Unit out of Unit Coherency or in Base Contact with an enemy Model, then all Models in the Unit gain the Routed Status.

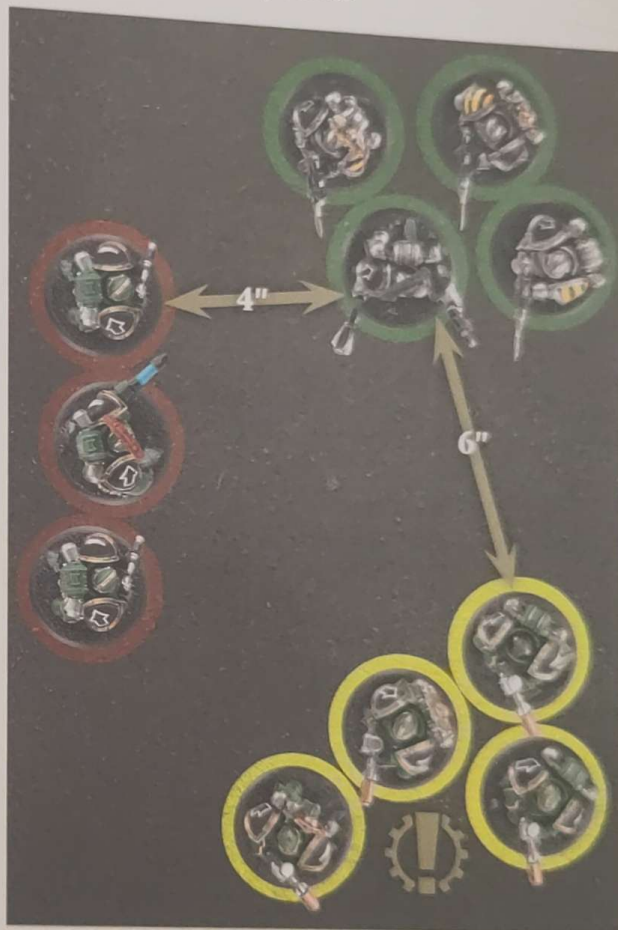
Models making a Disengage move can freely move through all enemy Models that are Locked in the same Combat. This is an exception to the normal Rules for moving that state a Model cannot move through any area within 1" of an enemy Model or any Model Locked in Combat. If any Models making a Disengage Move from a Combat would end their move less than 2" from an enemy Model still Locked in that Combat, extend the Disengage move by the minimum amount needed for that Model to end its Move more than 2" from any enemy Model. Models making a Disengage Move have the distance they Move reduced as normal by Terrain and must take Dangerous Terrain Tests as normal.

Fall Back - All Models in the Unit gain the Routed Status if they did not already have it. Units with the Routed Status must then make an immediate Fall Back Move (see the Rules for Falling Back on page 246).

Consolidate - All Models in the Unit may move a number of inches equal to their Initiative Characteristic in any direction, but must end this move in Unit Coherency and at least 2" from any enemy Model. The distance moved as part of the Consolidate option cannot be modified by Terrain - but Dangerous Terrain Tests are made as normal.

Gun Down - The Unit may make a Shooting Attack targeting any one enemy Unit that has Fallen Back from the selected Combat. This attack is considered a Volley Attack for Rules that affect such attacks and attacks may only be made in this Shooting Attack using Weapons with the Assault Trait.

Pursue - Roll a single Dice for each Unit that has been chosen to Pursue. Each Model in a Pursuing Unit must move a number of inches equal to their Initiative Characteristic, added to the result of the Dice rolled for the Unit that Model is part of, directly towards the nearest enemy Model from a Unit that has made a Fall Back Move from the selected Combat. If any Model from the Unit that is Pursuing ends its move in Base Contact with an enemy Model, then it is considered to have made a successful Charge and is Locked in Combat with the Unit that includes that enemy Model.



In the example pictured above the Unit marked in green has beaten the Unit marked in yellow. The yellow marked Unit has Fallen Back, while the green marked Unit will Pursue. The red marked Unit was not a part of the Combat. All Models in the green marked Unit must move directly towards Models in the yellow marked Unit when making their Pursue Move and cannot move towards Models in the red Marked Unit even though it is closer.

THE END PHASE

The End Phase is the last Phase of any Player Turn.

This Phase is used to adjudicate the start and end of certain effects and Rules. When the End Phase has been completed, the Player Turn ends. If this is the second Player Turn of this Battle Turn then the Battle Turn also ends (each Battle Turn consisting of two Player Turns, one for each Player). The Players must now begin a new Player Turn, with the current Reactive Player now taking the role of Active Player and the current Active Player taking the role of Reactive Player.

Players must continue to take Turns until the number of Battle Turns specified in the Mission being played has been reached, in which case the Battle ends.

THE EFFECTS SUB-PHASE

Effects which begin or end 'at the end of the Turn' begin or end in this Sub-Phase.

All Rules whose effects either begin or end at the 'End of a Player's Player Turn' start or end in this Sub-Phase. The effects of those Rules will either end in this Sub-Phase and have no further effect on any Model or start in this Sub-Phase and only apply their effects once it has ended.

If the removal or application of any effects triggered by this Sub-Phase require any Tests or Checks then those are made in this Sub-Phase as instructed by the Rule that applies them. The Active Player decides the order in which any such Tests or Checks are made.

Additionally, in this Sub-Phase, if the Reactive Player has any unspent Reaction Points then they must all be discarded and never 'carry over' to another Turn.

THE STATUSES SUB-PHASE

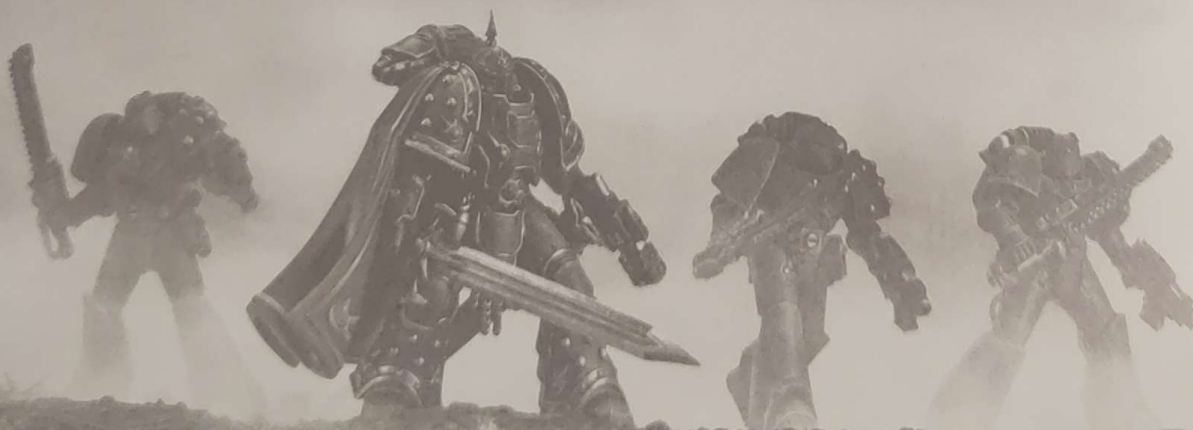
In this Sub-Phase, the Active Player makes Checks to remove Statuses from their Units.

In this Sub-Phase, any Checks to remove ongoing Statuses suffered by Units under the Active Player's control are made. The Active Player must select any one Unit under their control that has one or more Statuses and make any Checks or Repair Tests allowed to remove those Statuses. Once all Checks or Repair Tests allowed for the selected Unit have been resolved, the Active Player must select another Unit under their control that has one or more Statuses and continue this process until all Units under their control that have one or more Statuses have had any required Checks or Repair Tests made for them.

THE VICTORY SUB-PHASE

In this Sub-Phase, the Active Player scores Victory Points from certain Objectives.

In this Sub-Phase, certain Mission specific Rules, such as controlling objectives, will allow the Active Player to score Victory Points in this Sub-Phase. In all cases, the specific Mission Special Rules will state what conditions must be fulfilled to score Victory Points during the Victory Sub-Phase and how many Victory Points are scored.







BATTLES IN THE AGE OF DARKNESS

"I could take any world in the Imperium with even the most ragged host of fools, but give me a company of the Legiones Astartes, fully outfitted and ready for battle, and I could take hel itself."

Attr. Ferrus Manus, Lord of Medusa and Master of the Iron Hands

PREPARING FOR BATTLE

This section provides advice for engaging with the Age of Darkness hobby and examples for collecting armies in the Age of Darkness.

So far these rules have discussed the rules for using Models as part of a Battle, but not how those Models are assembled and a Battle is arranged or organised. This section will offer a structure which can guide Players in assembling their miniature collections and in arranging fun and balanced Battles to pit their collections against each other.

COLLECTING AN ARMY

The Horus Heresy provides endless opportunities for collecting, building, painting and gaming. Perhaps you're inspired to collect vast armies and fight out the epic Battles described in the background. Maybe you find yourself drawn to the idea of painting beautiful display figures and building scenic snapshots of apocalyptic war zones within which to display them. Maybe it's all about collecting and assembling the most amazing war machines you can conceive of, creating and painting incredible Battlefields, the innards of void ships, or finding a good excuse to spend an afternoon with like-minded friends, painting or gaming together. In truth, there is no right or wrong way to go about engaging with the hobby – it's best to find what you most enjoy and go for it. From playing in your local club or Warhammer store, or attending competitive and narrative events to world-class painting competitions, there are endless possibilities to have fun.

MODES OF PLAY

Over the following pages, you'll find an array of different Rules and guidelines to suit all hobbyists, from collectors who play occasional games, enthusiastic newcomers playing games with unknown opponents, groups of hobbyists who regularly meet up with their friends, to veteran gamers who have spent years honing their forces for competitive matches.

The Core Rules are everybody's starting point but, as everyone enjoys the Warhammer hobby in different ways, this section of the book introduces a variety of ways to approach your games, as well as the various themes and narrative campaigns that are presented in other Horus Heresy publications. Each offers an alternative experience, but it's important to note that elements of each can be mixed and matched to create whatever kind of gaming experience you want – they are a toolbox, providing inspiration and options to get the Dice rolling and allow you to play with your collection of Citadel and Forge World miniatures on the tabletop.

You will also find a guide to building Battlefields, the Rules for creating your Army, and the Core Mission Packs which make up the standard mode of play. So, whether you are looking to wage war in one of the myriad deadly environments of the galaxy, play a team game, or fight Battles as part of an escalating narrative campaign, there are numerous ways of playing to enable you to do so.

A galaxy of war awaits you!

Designer's Note: The Changing Face of War

Veteran Players may note a few key differences from older iterations of the venerable Force Organisation concept. These are worth noting to avoid confusion, the key differences are:

- **No Compulsory Slots** – You are no longer forced to select certain Units in a Detachment, but may instead only select those you want – as long as each Detachment includes at least one Unit.
- **No Vehicle Squadrons or Dreadnought Talons** – Each Dreadnought or Vehicle Unit now consists of only a single Model, but it is now easier to tailor your list to include more Armour or War-engine Slots.
- **No Dedicated Transports** – Now Transports have their own Battlefield Role and are not limited on which Units they can transport.
- **Retinue Units** – These are now a separate Unit rather than being part of the commander's choice.
- **Variable Detachments** – The number of Detachments available is now determined by Command and High Command Choices.
- **Prime Slots** – These offer benefits for filling certain Slots and encourage more balanced Army building.

Overall, the changes are intended to make it easier to build Armies the way a Player wants and to add a certain level of 'game' to the process of Army building. Selecting an Army should be a core part of the hobby, something built of hard choices and meaningful options, but not forcing Players to use one build or feel like they have done it wrong. Hopefully, we've made these things more true this edition.

ARMIES IN THE AGE OF DARKNESS

This section details how to select a balanced Army for use in the various Horus Heresy: Age of Darkness Mission Packs. Note that to use this section you will need one or more of the Liber books which contain Army lists and Faction Rules.

The great Battles of the Horus Heresy were not fought between disorganised mobs of warriors, but between the marshalled strength of the Space Marine Legions, the Imperial Army and other forces loyal either to the Emperor or his treacherous son, Horus. Likewise, the collection of Forge World and Citadel miniatures you use to resolve Battles of the Horus Heresy – Age of Darkness will need to be organised into cohesive forces in order to properly represent the engagements of this devastating conflict. These forces are called Armies. In a game of the Horus Heresy – Age of Darkness, each Player will control a single Army. Each Army is selected by the Player that controls it to suit both their tactical and aesthetic preferences. While Players can choose to simply make use of whichever Models in their collection they feel are appropriate, most Missions require that each Player taking part in a Battle control an Army selected using the Crusade Army Selection Rules. The Crusade Army Selection Rules require all Armies be selected in a fixed manner and to a maximum Points Value dictated by the Mission in use, ensuring that Battles offer a fair challenge to all Players involved. The Crusade Army Selection Rules require the use of one or more Army Lists – these can be found in the various Liber books and at least one of these books will be required to use these Rules.

CRUSADE ARMY SELECTION RULES

When selecting an Army using the Crusade Army Selection Rules, the following process must be followed by all Players. Each Step should be completed in order before moving on to the next.

1. **Set Points Limit.**
2. **Select Mission.**
3. **Select Allegiance, Army List and Faction for Primary Detachment.**
4. **Fill Force Organisation Slots in the Primary Detachment.**
5. **Select and Fill Additional Detachments.**
6. **Complete Army Roster.**

These Rules assume that Players select an Army for a specific Battle, doing so as part of an event where they plan to resolve that Battle. However, some Players may prefer to select an Army with no specific event or opponent in mind, and have that Army and roster ready for play once an event is arranged. In such cases simply omit Step 2 from the process, it is further advised that when selecting 'general use' Armies, that a Points Limit of 3,000 Points be used as this will be applicable to most missions.

In all cases, Army Lists and the details of the choices made in their selection are not secret and should be made available to other Players once the Battle has begun. However, unless all Players involved agree, all Armies should be fully selected and play started before the Players exchange Army lists. No Player should gain advantage by reviewing their opponent's Army List before selecting their own Army.

1. SET POINTS LIMIT

Once the Players have arranged a Battle, they must set a Points Limit which will apply to all Armies involved in the Battle. The default Points Limit for Battles in the Age of Darkness is 3,000 Points, but Players may select any Points Limit that is agreeable to all Players. Note that Points Limits of less than 2,000 or more than 4,000 fall outside the intended scope of play of the Core Rules and may prove unbalanced. The total Points Value of all Units and options selected in an Army may not exceed the Points Limit.

2. SELECT MISSION

Once a Points Limit has been set, the Players must select or randomly determine a Mission to be used for the Battle. The Core Mission Pack is considered ideal for most games, but a number of other Mission Packs are presented in the various Age of Darkness publications and any may be selected. Each Mission Pack will have a means of randomly determining a Mission to be played, or Players may simply roll off to determine which of them will select a Mission to be used. Once determined, the Mission selected must be declared to all Players.

3. SELECT ALLEGIANCE, ARMY LIST AND FACTION FOR PRIMARY DETACHMENT

Once a Points Limit has been set and Mission decided, each Player must declare several key attributes for the Primary Detachment of the Army they will select. These should be done in the following order:

Allegiance - Each Player must declare an Allegiance for their Army, which will affect the Primary Detachment and all other Detachments in the Army. The Allegiance chosen must be either Traitor or Loyalist and ideally each Player should declare a different Allegiance, so that each Battle includes at least one Player of each Allegiance.

When selecting Units for Detachments in later steps, these Units must have the same Allegiance Trait (Loyalist or Traitor) as the Allegiance declared in this Step. If a Model or Unit selected as part of a Detachment does not have an Allegiance Trait (Loyalist or Traitor) or has a placeholder Trait such as 'Allegiance', then once selected it gains the Allegiance Trait declared for the Army in this Step.

Various Rules will make Units, Army Lists and options available to Armies based on the Allegiance chosen for them. These Rules will detail which options are available or unavailable to Armies of specific Allegiances.

Army List - Once Allegiance has been declared for the Army as a whole, an Army List must be selected for the Army's Primary Detachment. All Units selected for the Primary Detachment and any Apex, Auxiliary or Warlord Detachments must be selected from this Army List. However, Units selected for Allied Detachments or Lord of War Detachments may be selected from other Army Lists (the Rules for these Detachments will determine which Army Lists may be used).

Faction - An Army's Faction is determined by the Army List selected for the Primary Detachment. For example, an Army whose Primary Detachment is selected from the Legiones Astartes Army List and uses the Blood Angels Legion Rules would have the Faction Blood Angels, while an Army whose Primary Detachment is selected from the Mechanicum Army list would have the Faction Mechanicum. An Army's Faction will determine whether certain Units can be included as part of it and may be referenced by other Rules. As with Allegiance, Faction is often represented by a Trait, however simply being selected in a Detachment that has a certain Faction does not grant that Trait, it must either be on that Unit's profile or granted by another Special Rule.

4. FILL FORCE ORGANISATION SLOTS IN THE PRIMARY DETACHMENT

Once Allegiance, Faction and Army List are decided, Units must be selected to fill Force Organisation Slots in the Crusade Primary Detachment Force Organisation Chart, using the Rules for Selecting Units found on page 282. When selecting Units for a Primary Detachment, the Player is required to fill only one Force Organisation Slot of their choice (all Detachments must include a minimum of one Unit), and if they wish may choose not to select any other Units in that Detachment. However, the selection of Units as part of the Primary Detachment will heavily affect which other Detachments will be available in the Army and should be carefully considered.

5. SELECT AND FILL ADDITIONAL DETACHMENTS

The Units selected as part of the Primary Detachment may allow the Player to select additional Auxiliary or Apex Detachments. Furthermore, any Army may include one or more Allied Detachments as well as a single Lord of War Detachment and/or a Warlord Detachment regardless of which Units are included in the Primary Detachment.

These Detachments are filled in the same manner as a Primary Detachment, using the Rules found on page 287. Some Auxiliary or Apex Detachments may have requirements that must be met before they can be selected, or grant bonuses if selected. In all cases, such requirements or bonuses will be listed in the Rules for that Detachment.

6. COMPLETE ARMY ROSTER

The Player should continue selecting and filling additional Detachments until either they cannot select further Detachments or they have used up all of the Points allowed by the Points Limit set. Note that an Army selected using the Crusade Army Selection must adhere to the following Rules:

- The total Points Value of all Units included in the Army must be equal to or less than the Points Limit set in Step 1.
- Each Detachment in the Army must include at least one Unit.

Once complete, all Units and the options selected for that Unit must be listed on an Army Roster.



DETACHMENT TYPES

The following Rules detail the various types of Detachment available in a Horus Heresy Army and how they are used when selecting an Army.

PRIMARY DETACHMENTS

All Armies must include one, and no more than one, Primary Detachment.

Every Army must include a single Primary Detachment – and may never include more than one. Each High Command Force Organisation Slot filled in the Primary Detachment allows the Controlling Player to select one Apex or Auxiliary Detachment to be added to the Army. Likewise, each Command Force Organisation Slot filled in the Primary Detachment allows the Controlling Player to select one Auxiliary Detachment to be added to the Army. If multiple Command Force Organisation Slots are filled, then multiple Auxiliary Detachments may be added to the Army – these may be multiple instances of the same Auxiliary Detachment or different Auxiliary Detachments as the Player desires. Apex and Auxiliary Detachments added to the Army in this manner are linked to the Primary Detachment and must use the same Army List to select any Units that are selected to fill Force Organisation Slots in those Detachments. Players may choose not to add additional Detachments when eligible to do so.

ADDING DETACHMENTS TO AN ARMY

All Armies start with only a Primary Detachment. In order to add Auxiliary and Apex Detachments to an Army, the Player must select Command and High Command Choices as part of the Primary Detachment. Each High Command Choice allows one Apex or Auxiliary Detachment to be added to the Army, while each Command Choice allows one Auxiliary Detachment to be added to the Army.

AUXILIARY DETACHMENTS

An Army can include any number of Auxiliary Detachments, depending on the number and type of Command Choices selected.

An Army may include any number of Auxiliary Detachments. The number available in any Army is determined by the number of Command Force Organisation Slots that have been filled, with each such Slot filled allowing a single Auxiliary Detachment to be taken. A Player may also choose to include an Auxiliary Detachment for one or more of the High Command Force Organisation Slots available to them, gaining one Auxiliary Detachment for each High Command Slot selected, but any High Command Slots selected in this manner no longer grant the Player an Apex Detachment. All Auxiliary Detachments are linked to other Detachments, usually either Primary or Allied Detachments, which determines which Army List and Faction must be used by the Auxiliary Detachment.

APEX DETACHMENTS

An Army can include any number of Apex Detachments, depending on the number and type of High Command Choices selected.

An Army may include any number of Apex Detachments. The number available in any Army is determined by the number of High Command Force Organisation Slots that have been filled, with each such Slot filled allowing a single Apex Detachment to be taken. Any High Command Force Organisation Slots that were optionally used to include an additional Auxiliary Detachment in the Army do not also allow an Apex Detachment to be included – for each High Command Slot the Controlling Player may include one Apex Detachment or one Auxiliary Detachment, not both. All Apex Detachments are linked to other Detachments, usually Primary Detachments, which determines which Army List and Faction must be used by the Apex Detachment. Each High Command Force Organisation Slot filled in an Apex Detachment allows the Controlling Player to select an additional Apex Detachment or Auxiliary Detachment to be linked to the Primary Detachment. Furthermore, each Command Force Organisation Slot filled in an Apex Detachment allows the Controlling Player to select an additional Auxiliary Detachment to be linked to the Primary Detachment.

ALLIED DETACHMENTS

Armies do not have to include an Allied Detachment and can include more than one, but no more than 50% of the Points Limit may be spent on allied Units and all Allied Detachments must be a different Faction than the Primary Detachment.

An Army does not have to include an Allied Detachment, but may include any number of Allied Detachments the Controlling Player chooses – as long as the total Points Value of all Units selected in all Allied Detachments combined is no more than 50% (rounded up to the nearest whole number) of the Points Limit set for a Battle. All Units selected to fill Force Organisation Slots in an Allied Detachment must be selected from a different Faction than that used for the Primary Detachment. If more than one Allied Detachment is included in an Army, then all Allied Detachments in the Army must be of a different Faction than the Primary Detachment, but may be the same as other Allied Detachments.

Each Command Force Organisation Slot filled in an Allied Detachment allows the Controlling Player to select one Auxiliary Detachment to be added to the Army. If multiple Command Force Organisation Slots are filled, then multiple Auxiliary Detachments may be added to the Army – these may be multiple instances of the same Auxiliary Detachment or different Auxiliary Detachments as the Player desires. Auxiliary Detachments added to the Army when selecting Command Choices for an Allied Detachment remain separate Detachments, but are linked to that Allied Detachment that allowed their selection and must use the same Army List to select any Units that are selected to fill Force Organisation Slots. Players may choose not to add additional Detachments when eligible to do so.

LORD OF WAR DETACHMENTS

An Army may include one Lord of War Detachment, it may be of any Faction.

An Army does not have to include a Lord of War Detachment and may not include more than one such Detachment. Units selected to fill Force Organisation Slots in a Lord of War Detachment may be selected from any Army List or Faction, but all Units in the Detachment must be selected from the same Army List or Faction. The total Points Value of all Units selected as part of a Lord of War Detachment and any Units selected in other Detachments that have the Warlord Battlefield Role must be no more than 25% (rounded up to the nearest whole number) of the Points Limit set for a Battle.

WARLORD DETACHMENTS

An Army may include one Warlord Detachment, it must be of the same Faction as the Primary Detachment.

An Army does not have to include a Warlord Detachment and may not include more than one such Detachment. Units selected to fill Slots in a Warlord Detachment must be selected from the same Army List and Faction as that used for the Primary Detachment. A Warlord Detachment may only be selected for an Army if the Points Limit set for that Army is 3,000 Points or more. The total Points Value of all Units selected with the Warlord Battlefield Role and any Units selected in other Detachments that have the Lord of War Battlefield Role must be no more than 25% (rounded up to the nearest whole number) of the Points Limit set for a Battle. A Warlord Detachment must always include at least one Model with the Paragon Type.

WARLORDS AND LORDS OF WAR

Warlord and Lord of War Units are among some of the most powerful Units a Player can bring to the Battlefield, as such there are certain limits placed on them to keep Battles fun and engaging for all Players. In this case, the total Points Value of all Units with the Warlord or Lord of War Battlefield Role in an Army combined cannot exceed 25% of the Points Limit set for the Battle. Note this limit applies to the total Points Value of all such Units, it is not a separate allowance for Lord of War and one for Warlords, it is a single allowance of 25% for both types of Unit.

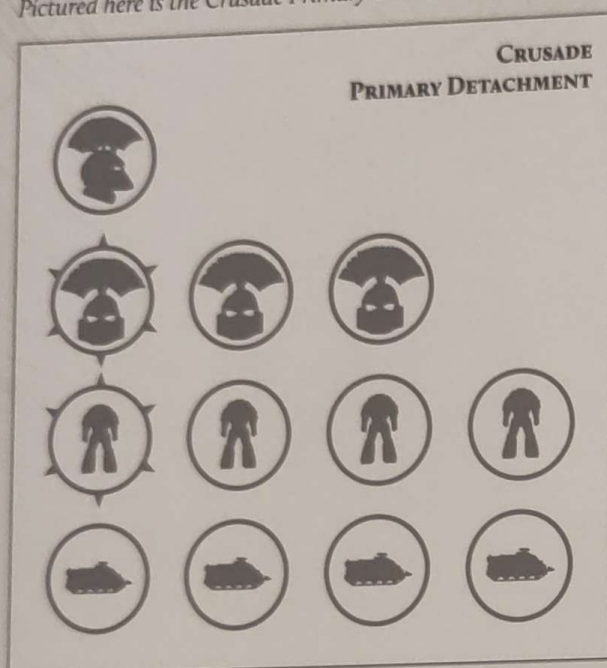
For example, an Army with a Points Limit of 3,000 Points could spend up to a total of 750 Points on Units with the Warlord and/or Lord of War Battlefield Roles. This Army could include a Warlord Unit worth 400 Points and a Lord of War Unit worth 300 Points (a total of 700 Points, less than 25% of the Army Limit of 3,000), but could not include a Warlord Unit worth 500 Points and a Lord of War Unit also worth 500 Points (this would be a total of 1,000 Points, which is more than 25% of the Army Limit of 3,000).

Further note that an Army with a Points Limit of less than 3,000 points may not include any Units with the Warlord Battlefield Role, regardless of the points cost of that Unit. Armies with a Points Limit of less than 3,000 points may include Units with the Lord of War Battlefield Role, but such Units must have a combined points cost that is less than 25% of the Army's Points Limit.

SELECTING UNITS FOR DETACHMENTS

When selecting Units to fill Detachments, Players must follow certain Rules and conditions. These basic Rules apply to all types of Detachments when using the Crusade Army Selection process. Certain types of Detachment may have additional Rules and restrictions – those will be presented separately. Each Detachment is composed of a number of Force Organisation Slots, and each Force Organisation Slot may be filled by a Unit from the Army List selected for the Primary Detachment. The Battlefield Role of the Unit selected must match that of the Force Organisation Slot.

Pictured here is the Crusade Primary Detachment:



This is composed of one High Command Slot, three Command Slots, four Troops Slots and four Transport Slots. A Player selecting Units to fill this Detachment may choose to fill any or none of the Slots as they choose, but may only select Units matching the Slots available. For example, a Player selecting Units for a Crusade Primary Detachment cannot select Units whose profile lists them as Armour, as there are no Force Organisation Slots with the Armour Battlefield Role in this Detachment. However, that Player could select between one and four Units whose profile lists them as Troops Choices – the Unit selected would not need to be the same Unit, or have the same options, but must be a Troops Unit.

Each Unit selected as part of a Detachment will fill a Force Organisation Slot – that Force Organisation Slot is then full and no more Units may be selected using it. In addition to filling up Force Organisation Slots in a Detachment, each Unit selected will also use up Points from the Army's Points Limit. Each Unit Profile will list a basic Points Value for the Unit, as well as a number of options which may be selected at a further cost in Points. Once Army selection is completed, the total Points Value of all selected Units must be equal to or lower than the Points Limit for that Battle. While it is not required, Players may find it beneficial to keep a running total of the Points Value of selected Units while selecting an Army in order to avoid spending too many Points.

Once each Force Organisation Slot in a Detachment has had a Unit selected to fill it, or the Army's Points Limit is reached, no further Units may be selected for that Detachment. A Player may also choose to simply leave some Force Organisation Slots empty, either to save Points or because they do not wish to fill them. Once a Player has finished selecting Units for a Detachment, they may, if they have not yet reached the Points Limit for the Army, select another Detachment to fill – if the Army includes any other Detachments. If the Army includes no other Detachments, all Force Organisation Slots in all available Detachments have been filled or the Army's Points Limit has been reached then no further Units may be selected and the Army Selection process is complete.



PRIME SLOTS

Some Force Organisation Slots in a Detachment may be marked by:



The Force Organisation Slots marked in this fashion are 'Prime' Slots. Prime Slots retain the Battlefield Role indicated, but if selected and filled with a Unit they offer an additional benefit. For each Prime Slot filled in a Detachment, the Controlling Player may select one Prime Advantage from the options shown below (future publications may add additional options for some Armies). Some Prime Advantages add benefits to the Detachment that includes the Prime Slot, while others add benefits to the Unit selected to fill the Prime Slot. In all cases, the Prime Advantage will state what benefits it provides and where they are applied. If the Unit chosen to fill the Prime Slot includes any Models with the Unique Sub-Type, then the only Prime Advantage that may be selected is Logistical Benefit.

Core Prime Traits

- **Master Sergeant** – One Model in the Unit selected to fill the Prime Slot that has the Sergeant Sub-Type gains +1 to its Attacks, Weapon Skill and Leadership Characteristics and the Champion Sub-Type (if it already has the Champion Sub-Type it instead increases its Leadership by an additional +1). This Advantage may only be selected once per Detachment.
- **Combat Veterans** – All Models in the Unit selected to fill the Prime Slot gain a bonus of +1 to their Leadership, Cool, Intelligence and Willpower Characteristics to a maximum of 10 (this includes only Models selected as part of the Unit, not Models that later join the Unit either before or during a Battle).
- **Paragon of Battle** – One Model in the Unit selected to fill the Prime Slot that has the Command Sub-Type gains a bonus of +1 to its Attacks, Weapon Skill and Ballistic Skill Characteristics.
- **Special Assignment** – This Prime Advantage may only be selected for a Command Slot. A Command Slot for which this Prime Advantage is selected may be filled by a High Command Unit, but remains a Command Slot. Moreover, no additional Detachments of any kind may be selected due to this Slot regardless of their Battlefield Role or any Special Rules that the Unit selected to fill the Slot may have.
- **Logistical Benefit** – Add one additional Force Organisation Slot to the Detachment that includes the Prime Slot, this Slot may be of any Battlefield Role other than High Command, Command, Warlord or Lord of War. This Advantage may only be selected once per Detachment.

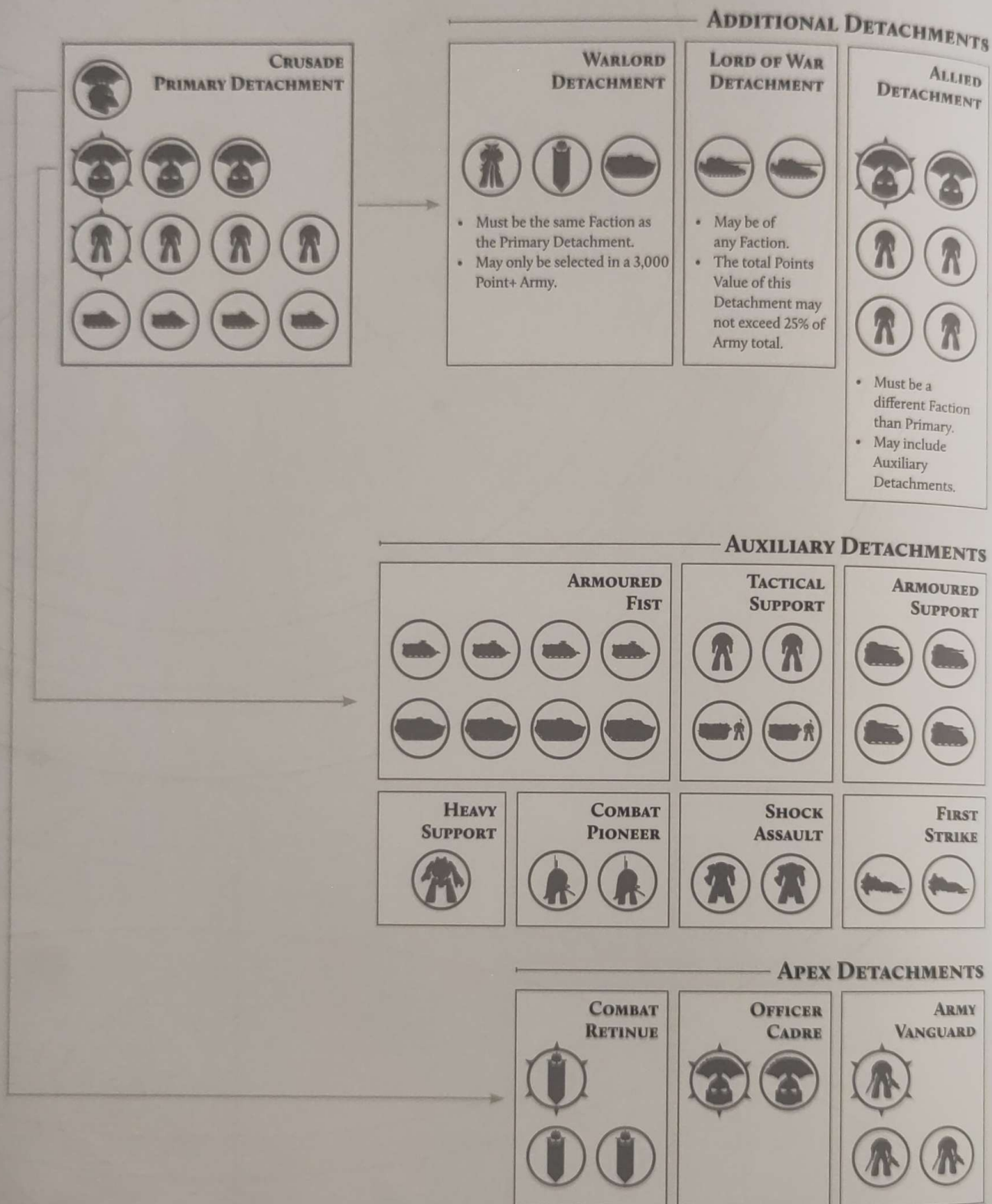
Designer's Note:

More veteran readers may note that Prime Slots are similar in appearance to what was once called 'Compulsory Choices'. Despite that similarity the two have little in common – this edition of the Horus Heresy game does not feature any form of Compulsory Choices that force Players to take certain Units. Instead, Prime Slots offer bonuses to those Players that choose to fill them and select more 'standard' forces.

THE CRUSADE FORCE ORGANISATION CHART

The Crusade Force Organisation Chart lists all of the potential Core Detachments that may be taken in an Army – though depending on a Player's choice not all of these Detachments will be available. Future publications may add more Detachments to those potentially available, these are not considered Core Detachments and may be limited to Armies of a certain Faction or other limitations. In all cases, where new Detachments are added then the Rules for how they may be included in an Army will be presented alongside them.

THE CRUSADE FORCE ORGANISATION CHART



As shown, an Army selected using the Crusade Force Organisation Chart must include a Primary Detachment and may always include any number of Allied Detachments and up to one Lord of War Detachment. It may also include any number of Auxiliary Detachments or Apex Detachments - the number of Auxiliary or Apex Detachments available to a given Army is determined by the number of Command and High Command Force Organisation Slots filled in any Detachment in the Army.

BATTLEFIELD ROLES

The Crusade Army Selection process uses the following Battlefield Roles:



WARLORD - The eighteen Primarchs and a few other powerful warlords. No Army may spend more than 25% of its Points Limit on Units with either the Warlord or Lord of War Battlefield Role.



LORD OF WAR - The largest and most powerful Units available to any Army. No Army may spend more than 25% of its Points Limit on Units with either the Lord of War or Warlord Battlefield Role.



HIGH COMMAND - The highest ranked officers of an Army.



TRANSPORT - Units dedicated to ferrying more vulnerable Units across the Battlefield.



COMMAND - The line officers of an Army.



HEAVY ASSAULT - Heavy assault Units used to break the enemy lines.



RETINUE - Warriors whose task is to guard the Army's officers.



HEAVY TRANSPORT - The heaviest and most well-protected transports available to an Army.



ELITES - The most deadly of warriors available to an Army.



ARMOUR - Armoured vehicles capable of carrying the most powerful Weapons onto the field.



WAR-ENGINE - The Dreadnoughts of the Legiones Astartes and other similar war engines.



RECON - Light infantry and cavalry intended to harass, pursue and track the foe.



TROOPS - The line troops that hold ground and allow generals to claim victory.

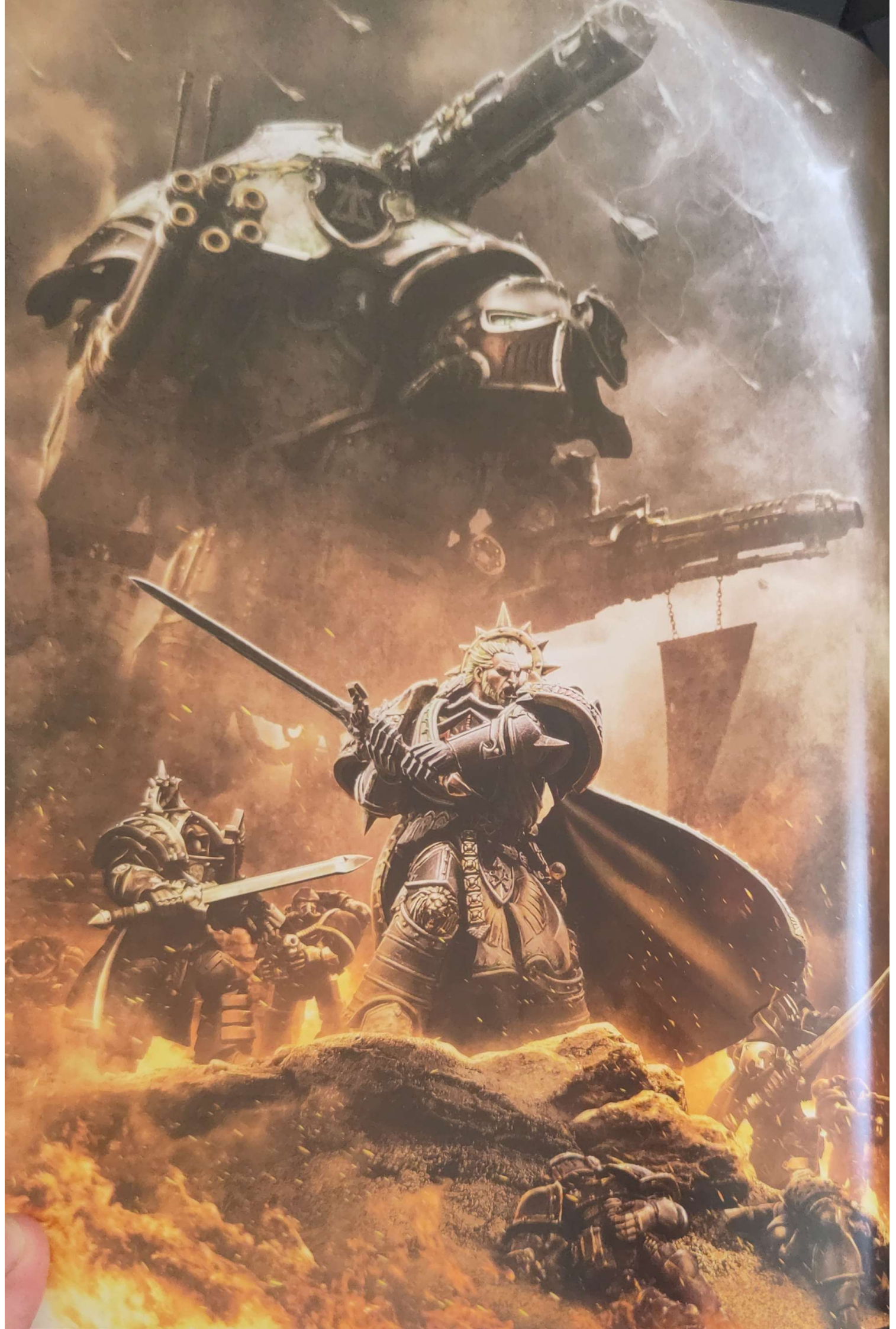


FAST ATTACK - Fast Units capable of striking the enemy and withdrawing at speed.



SUPPORT - Support troops that aid other warriors in the completion of their duties.

The different types of Detachment available in the Crusade Force Organisation Chart all have a number of Rules that apply only to that type of Detachment. Understanding these Rules and the role each Detachment Type plays when selecting an Army is crucial to assembling a force that is both powerful and flexible on the Battlefield.



HOW TO SELECT AN AGE OF DARKNESS ARMY

An example of the Army Selection Procedure.

The following is intended as an example of the army selection process. For the purposes of this example generic Unit names will be used and no Points Value will be noted. The various Liber Books available from Games Workshop will provide specific Units and Points Values for Players to use when selecting their own armies.

ARRANGING A BATTLE

Ben and James have agreed to play an Age of Darkness Battle, and have set a Points Limit of 3,000 Points for that Battle. They decide between them that the Battle will be resolved using the Crucible of War Mission from the Core Missions (see page 312). James decides to command the Traitor force, with Ben agreeing to command the Loyalist Army. With the Points Limit set, the Mission selected and Allegiances declared for both Players, each now selects an Army – keeping their choices (aside from which Army Lists they select) secret from their opponent until the start of the Battle.

SELECTING AN ARMY

Ben will be using the Legiones Astartes Army list to select his Primary Detachment. For the purposes of this example, the Faction of his Primary Detachment will be 'Imperial Fists' – The Space Marine Liber books will present the full Rules for selecting Factions to represent specific Space Marine Legions when selecting Armies.

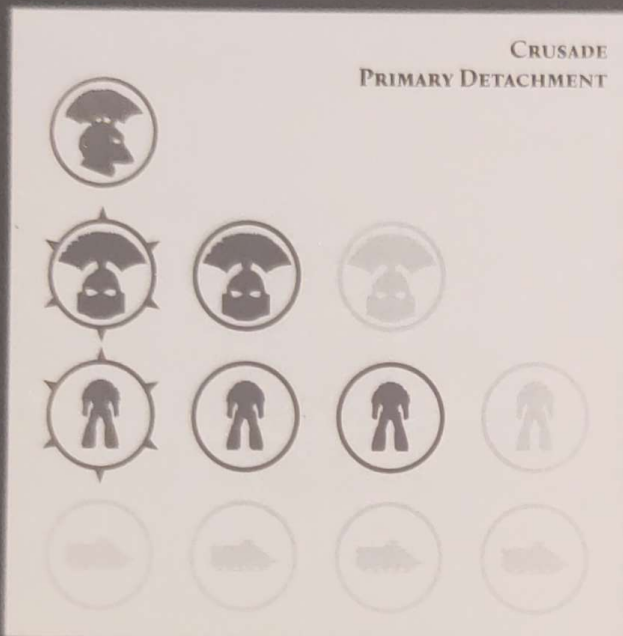
Ben must now choose which Force Organisations Slots he will fill in his Primary Detachment and what Units from the Legiones Astartes Army List he will fill those Slots with. The Rules for selecting an Army do not require that Force Organisation Slots be filled in any particular

order, nor that any must be filled, so Ben decides to start by selecting his leaders. He chooses to fill his only High Command Slot with a Space Marine Praetor. Ben then chooses to fill two of the Command Slots available in his Primary Detachment with Space Marine Centurions. Finally, Ben chooses to fill three Troops Slots with Space Marine Tactical Squads and a fourth with a Space Marine Breacher Squad.

Of the Slots that Ben has currently filled, two are Prime Slots – one Command Slot and one Troops Slot. Ben may select a Prime Advantage for each of these Slots. For the Prime Troops Slot he selects the Master Sergeant Prime Advantage, which affects the Characteristics of the Tactical Squad he selected to fill that Slot, but has no further effect on Army Selection. However, for the Prime Command Slot Ben selects the Logistical Benefit Prime Advantage. This has no effect on the Unit selected to fill the Prime Command Slot, but instead allows Ben to add one additional Force Organisation Slot of any kind to the Detachment. Ben chooses to add a Heavy Assault Slot to the Primary Detachment, which he then fills with a Space Marine Terminator Squad. With the total Points Value of the Units selected so far being around a quarter of the agreed Points Limit, Ben decides to leave the remaining Slots in his Primary Detachment unfilled.

As part of the Primary Detachment, Ben filled two Command Slots, which would allow him to select up to two Auxiliary Detachments. However, he filled both Command Slots with Space Marine Centurions - which have the Officer of the Line (2) Special Rule (see page 333). This increases the number of Auxiliary Detachments Ben may select to four (2 for the two filled Command Slots, and an additional 1 for each instance of

the Officer of the Line (2) Special Rule). As Ben still has around half of his Points Limit unspent, he intends to select multiple Auxiliary Detachments to round out his army. Note that all Auxiliary Detachments selected due to the inclusion of Command or High Command Choices in the Primary Detachment must be completed using the same Army List and Faction as the Primary Detachment.



SPACE MARINE PRAETOR



SPACE MARINE CENTURION

PRIME SLOT: *Master Sergeant*



SPACE MARINE CENTURION



SPACE MARINE TACTICAL SQUAD

PRIME SLOT: *Logistical Benefit* *



SPACE MARINE CATAPHRACTII
TERMINATOR SQUAD



SPACE MARINE TACTICAL SQUAD



SPACE MARINE BREACHER SQUAD



He starts by selecting an Armoured Support Auxiliary Detachment. He fills three of the Armour Slots in this Detachment with Space Marine Predator Battle Tanks, and the fourth with a Space Marine Sicaran. As that fills all the Slots in the Detachment and there are no Prime Slots nothing else can be added to the Detachment.

ARMoured SUPPORT



SPACE MARINE
PREDATOR



SPACE MARINE
PREDATOR



SPACE MARINE
PREDATOR



SPACE MARINE
SICARAN

HEAVY SUPPORT



SPACE MARINE
CONTEMPTOR
DREADNOUGHT

Next, Ben selects a Heavy Support Auxiliary Detachment. Ben chooses to fill the War Engine Slot with a Space Marine Contemptor Dreadnought, and as the Detachment only has one Slot and no Prime Slots nothing else can be added to the Detachment.



As Ben has filled a single High Command Slot so far, he is able to select a single Apex Detachment at this point. Ben chooses to add an Army Vanguard Apex Detachment to his army, and may now choose which Force Organisation Slots in that Detachment he wishes to fill, and with what Units. Any Units chosen to fill Force Organisation Slots in this Detachment must be chosen from the same Army List and have the same Faction as the Primary Detachment, as the High Command Slot that allowed it to be selected was in the Primary Detachment. Ben chooses to fill all three of the Elites Slots in the Detachment with Space Marine Veteran Squads. As one of the Elite Slot filled was a Prime Slot, Ben also chooses the Logistical Benefit Prime Advantage and adds a Heavy Transport Slot to the Apex Detachment, filling that Slot with a Space Marine Spartan Assault Tank.

ARMY VANGUARD



SPACE MARINE VETERAN SQUAD
(PRIME SLOT: *Logistical Benefit* †)



SPACE MARINE SPARTAN TANK



SPACE MARINE VETERAN SQUAD



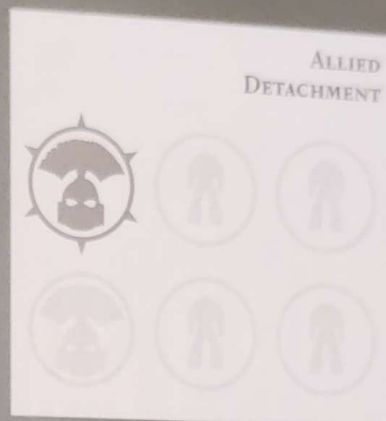
SPACE MARINE VETERAN SQUAD



Ben decides not to include either a Warlord Detachment or a Lord of War Detachment. However, he does choose to include an Allied Detachment. Unlike the other Detachments in this army, all of the Slots in the Allied Detachment (and any Auxiliary Detachments linked to it) must be from a different Faction from that used for the Primary Detachment. In this case, Ben decides to use the Mechanicum Faction for this Allied Detachment, which also means he will have to use a different Army List, the Mechanicum Army List, to fill the Slots in that Detachment.

For the Force Organisation Slots in the Allied Detachment, Ben chooses a Mechanicum Magos to fill the Prime Command Slot and leaves the remaining Command and Troops Slots unfilled. As the Command Slot he filled was a Prime Slot, Ben then uses the Logistical Benefit Advantage to add an Elites Slot to the Allied Detachment and fills it with a Mechanicum Domitar Automata Maniple.

As the Allied Detachment includes a filled Command Slot, Ben could choose to add an Auxiliary linked to the Allied Detachment, and selected from the Mechanicum Faction and Army List. However, the total Points Value of all selected Units is close enough to the agreed Point Limit for this Battle that Ben cannot afford to select any more Units. Instead, he reviews his Army List as it stands and checks to make sure the total Points Value remains equal to or lower than the agreed Points Limit. Once all of the selected Units are recorded on an Army Roster, the Army Selection process is complete.



MECHANICUM MAGOS

PRIME SLOT: *Logistical Benefit*^a



MECHANICUM DOMITAR
AUTOMATA MANIPLE



CRUSADE
PRIMARY DETACHMENT



SPACE MARINE PRAETOR



SPACE MARINE CENTURION
PRIME SLOT: *Master Sergeant*



SPACE MARINE CENTURION



SPACE MARINE TACTICAL SQUAD
PRIME SLOT: *Logistical Benefit* *



SPACE MARINE CATAPHRACTII
TERMINATOR SQUAD



SPACE MARINE TACTICAL SQUAD



SPACE MARINE BREACHER SQUAD

HEAVY
SUPPORT



SPACE MARINE
CONTEMPTOR
DREADNOUGHT

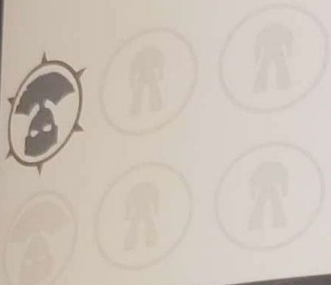


ARMoured SUPPORT



- SPACE MARINE PREDATOR
- SPACE MARINE PREDATOR
- SPACE MARINE PREDATOR
- SPACE MARINE SICARAN

ALLIED DETACHMENT



- MECHANICUM MAGOS
PRIME SLOT: *Logistical Benefit*⁰
- MECHANICUM DOMITAR
AUTOMATA MANIPLE

ARMY VANGUARD



- SPACE MARINE VETERAN SQUAD
PRIME SLOT: *Logistical Benefit*¹
- SPACE MARINE SPARTAN TANK
- SPACE MARINE VETERAN SQUAD
- SPACE MARINE VETERAN SQUAD



JIM KARCH'S

Space Wolves



Jim Karch has been collecting Space Wolves for various games for over 30 years, so expanding this passion into an army for Warhammer: The Horus Heresy - Age of Darkness was an obvious choice. Initially collected to a 3,000 point limit, Jim believes an army is never truly finished, and has subsequently added numerous additional Units to his collection as new models have become available to create a truly spectacular force. Utilising a relatively simple paint scheme, along with striking deep red and brass spot colours, Jim has ensured that even when painting a new Unit, he can make sure it fits perfectly with even the oldest models in this collection.

The force consists of a solid core of infantry, in line with the way the Space Wolves conducted themselves during the Great Crusade and the Horus Heresy, preferring to rely on individual martial skill, valour and instinctive coordination over massed armoured vehicles or heavy artillery. This infantry consists of a mix of skilled close combat Units such as Grey Slayers and Deathsworn Packs, and warriors equipped for fire support, such as a number of Tactical Squads and a pair of Heavy Support Squads armed with heavy bolters and missile launchers. Marching alongside these infantry are a pair of Dreadnoughts and a mixture of transport vehicles, ensuring the skilled warriors of the VIth Legion reach enemy lines unscathed.





As befitting such a large force from a single Legion, Jim has included Leman Russ, the Primarch of the Space Wolves Legion. As a whirlwind of destruction, dedicated to melee combat, Leman Russ requires a suitably resilient bodyguard to protect him as he plunges into the heart of the enemy force. For this, Jim has chosen a Varagyr Wolf Guard Terminator Squad.

These skilled and resilient veteran infantry often accompany Leman Russ in a Spartan, allowing its heavy armour to protect them before launching a devastating assault into the heart of the enemy's finest warriors and emerging victorious.



Jim's force also contains Hvarl Redblade, the notorious Jarl of the Fourth Great Company of the Space Wolves Legion. This redoubtable warrior carries a variety of potent weaponry, including a heavy bolter, allowing him to affect the Battle from afar. This means he can be deployed protecting some of Jim's longer ranged Units, such as his

Heavy Support Squad, lending his firepower to theirs, while utilising his potent melee skill and the deadly axe, Hearth-splitter, to protect them from fast-moving enemy melee specialists which would normally threaten this valuable support Unit.



One of the centrepiece models for Jim's army is this impressive Saturnine Dreadnought, equipped to devastate enemy forces with a disintegrator cannon and heavy plasma bombard. While this model is particularly resilient on the Battlefield, it is vulnerable to enemy melee Units who can engage it and prevent it from bringing its firepower to bear.

To protect it from such instances, Jim will often use small, but formidable Units such as this Deathsworn Pack to accompany it, dissuading the enemy from approaching too close, and allowing the Dreadnought to annihilate its foes with impunity.



Jim painted this Space Wolves Praetor to fight alongside his Grey Slayers on the Battlefield. This model can be used to represent either a Praetor or a Centurion, fulfilling either a High Command or Command Battlefield Role Slot in his Army. Like many models in Jim's army, these Grey Slayers wear Mk VI 'Corvus' armour, combining this flexible plastic kit with the Grey Slayers upgrade pack and spare components from his Warhammer 40,000 Space Wolves models to create a Unit that looks agile and lupin.

BEN LAMBELL'S

Iron Warriors



Ben Lambell has collected a variety of Horus Heresy armies over the years, but has recently turned his prolific paintbrush to the indomitable IVth Legion, the Iron Warriors. Initially collecting these as part of a series of articles for White Dwarf magazine, Ben was drawn in by the Legion's pragmatic and brutal approach to warfare, as well as a colour scheme which provides a number of unique challenges to the painter. These included the intricate hazard stripe patterns common across all Iron Warriors models, as well as utilising Contrast washes and other techniques to add additional grime and other visual interest to the otherwise stark gunmetal armour of these warriors.

Ben's force contains a number of infantry Units, utilising the maximum number of models in each to ensure every shooting attack is a hammer blow to his

opponent's force, as well as ensuring they can weather the worst the foe can throw at them. Alongside large Tactical Squad Units, Ben has also included a large Unit of powerful Tyrant Siege Terminators, as well as a contingent of Solar Auxilia to provide additional numbers. Forming an expendable anvil on which to slow an enemy advance, these allow Ben's heavily armoured tanks, as well as the Legion's Primarch, Perturabo himself, to engage the targets of their choosing, destroying them utterly in the name of the Warmaster!

This collection is not complete either. Ben is currently planning to add a large number of Terminator Units in both Saturnine and Cataphractii patterns of armour to truly exemplify the Iron Warriors' signature warcry of 'Iron within! Iron without!'.





Rather than relying on flesh and blood bodyguards, Ben has chosen to protect Perturabo with a trio of deadly Domitar-ferrum Automata, otherwise known as the Iron Circle. These imposing war constructs bear potent weaponry as well as impressive Karcari battle shields, ensuring not even the most determined attacks can threaten their charge.

This allows Perturabo the freedom to engage the enemy with his deadly ranged weaponry, or close the distance and utilise Forgebreaker Desecrated, the potent warhammer formerly belonging to Ferrus Manus, now gifted to Perturabo to reward his loyalty to the traitor Warmaster.



One of the signature Units for the Iron Warriors, Units of Tyrant Siege Terminators combine the superlative protection of Cataphractii Terminator armour with a wide range of deadly weaponry. Ben frequently utilises these as a mobile firebase. Unleashing a torrent of devastating missiles and hails of combi-bolter rounds, these can annihilate entire enemy Units in a single volley. Equally able to engage in melee with their power fists, each Tyrant is a force to be reckoned with, clearing the Battlefield of the enemies of the IVth Legion.



Accompanying his IVth Legion forces, Ben has also painted some Solar Auxilia in the colours of the Selucid Thorakites, the Legiones Auxilia associated with the Iron Warriors. Utilised as an Allied Detachment and additional Auxiliary Detachments, this force provides some extra

Units to help secure objectives, as well as expendable cannon fodder to throw into the teeth of the enemy, or sacrifice before their guns rather than risk the lives of his valuable Legion warriors.



No Iron Warriors force would be complete without a contingent of heavily armoured vehicles, and Ben's army is no exception. It features a deadly duo of a Kratos Assault Tank armed with a variety of anti-armour las and melta weapons and a Sicaran Arcus whose Arcus missile launcher comes complete with multiple ammunition options, allowing it to engage a variety of targets with the perfect weapon profile.

Also included is a deadly Cerberus, mounting a deadly neutron laser battery. Able to destroy even mighty Titan battle engines with ease, this Lord of War selection makes a fantastic centrepiece model for Ben's army.

BATTLES IN THE AGE OF DARKNESS

This section includes the Core Mission Pack for Players to use.

This section will guide you through the process of selecting, preparing for and playing an Age of Darkness Mission – a specific format of Battle intended to replicate the savage battles of the Horus Heresy. These missions are for Battles with two Players, using Armies of 3,000 points in size selected using the Crusade Force Organisation chart presented on page 284. The Missions presented here are organised into a 'pack', a small group of Missions that follow a similar theme, usually presenting between 2-4 Missions. A Mission Pack is intended to provide some variety within a specific theme, allowing Players to select a type of challenge but retaining some uncertainty as to the specific goal of the Mission they will end up playing.

The Missions presented in this Mission Pack are the standard format for Horus Heresy – Age of Darkness Battles, and are perfect for use as one-off Battles as well as part of a longer campaign. Other publications will present both additional Mission Packs (following this same format), as well as variant styles of play that incorporate additional Rules. Players may also choose to modify these missions to accommodate more Players, larger Armies or other conditions of their choice, but if any modifications are made, they should be agreed by all Players involved before beginning.

When arranging to play an Age of Darkness Battle, Players should first decide on which Mission Pack they will use (where more than one is available). Each Mission Pack will detail how to select an individual Mission and how to set up and resolve the Battle.

In this rulebook, the Core Missions are presented as a baseline play experience. These Missions are focussed on capturing and controlling objectives. They will suit balanced Armies and can be considered the standard mode of play, with opportunities to leverage both the sheer power of elite Units as well as the tactical value of support Units.



CORE MISSION PACK

The Core Missions focus on capturing and controlling objectives and provide a well-balanced gaming experience for any Army.

The Core Missions are intended to be used as the standard Play experience. These missions are balanced for both competitive and casual play alike, and allow Players to make full use of the tactical options presented in the Warhammer: The Horus Heresy Rules.

HOW TO USE CORE MISSIONS

The following Rules will allow Players to make use of the Core Missions when playing Battles, from selecting Armies through to resolving the end result of the Mission.

BATTLES USING THE CORE MISSIONS

Regardless of whether using the Core Missions for standalone Battles or as part of a campaign, all Players must follow these Steps in order to resolve a Core Mission. Each of these Steps should be completed in the sequence they are presented in, with each Step being fully completed before moving on to the next.

Core Mission Sequence

1. **Select Core Mission.**
2. **Select Armies.**
3. **Prepare the Battlefield.**
4. **Deploy Objectives.**
5. **Select Deployment Map.**
6. **Declare Mission Reserves.**
7. **Deploy Armies.**
8. **Play Core Mission.**
9. **Decide Victor.**

I. SELECT CORE MISSION

The first Step in resolving a Core Mission is to select a Mission for the Battle. The Players may either select one of the Core Missions that both Players agree on or roll a single Dice on the table below to decide which Core Mission will be played.

CORE MISSIONS TABLE

DICE	RESULT
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1-2	The Heart of Battle
-----	---------------------

3-4	The Crucible of War
-----	---------------------

5-6	Take and Hold
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2. SELECT ARMIES

The second Step in resolving a Core Mission is for all Players to create an Army Roster, a list of all Models, Units and options to be included in their Army. All Armies for use in a Core Mission must use a Points Limit of 3,000 Points selected using the Rules provided on page 282. Once Army Rosters have been completed by all Players taking part in the Battle, those Army Rosters are then available for any Player to review, excepting only any options where a Special Rule specifically requires a choice to be kept secret from another Player. A Player may not choose to amend their own Army Roster after having reviewed that of any of their opponents.

3. PREPARE THE BATTLEFIELD

At the start of Step 3, the Players must set up an area to be used as the Battlefield. This should be a flat area 4' x 6' in size. Players may also require additional space to place accessories, Dice, Reserves and any Models removed from play. Once an area for the Battlefield has been set aside, the Players must place Terrain on the Battlefield.

Before placing Terrain, the Players must decide what Terrain will be available to be placed for this Battle. When playing a Core Mission, the following is suggested as an appropriate amount of Terrain for use, though Players may instead choose to use an amount of Terrain appropriate to their collection and preference:

Area Terrain – Two large zones of Area Terrain of up to an approximate footprint of 10" x 10" and four smaller zones of specific Area Terrain with a footprint of approximately 6" x 6". In all cases Players should decide whether each individual zone of Area Terrain is Light, Medium or Heavy before moving to the next step.

ROLL-OFFS

A roll-off is a simple method to decide which Player gets to pick an option. To conduct a roll-off, both Players roll a single Dice and the Player whose Dice has the higher result wins. If the Dice show the same result, then re-roll them until one Player has a higher result than the other.

Terrain Features – Six Terrain Features, none that occupies an area larger than 4" x 4". These may be either Impassable Terrain that blocks Line of Sight, or Buildings of a small or medium size that begin the Battle controlled by neither Player. If desired, Buildings may be replaced with Medium or Heavy Area Terrain of the same footprint, representing ruins.

Once Terrain has been assembled, the Players should roll off. The Player that wins the roll-off then chooses a piece of Terrain and places it anywhere on the Battlefield, after which the Opposing Player chooses a piece of undeployed Terrain and places it anywhere on the Battlefield. The Players continue to alternate placing Terrain until all available Terrain has been placed onto the Battlefield.

When placing Terrain onto the Battlefield, no piece of Terrain may be placed so that it overlaps with the Base or footprint of another piece, nor in any position that would cause any part of the Terrain piece to be outside the boundary of the Battlefield. If there are pieces of Terrain that cannot be placed due to these restrictions, then those pieces of Terrain must be discarded and are not used as part of the Battle – if possible, the Player attempting to place that piece of Terrain may choose a different Terrain piece to place.

4. DEPLOY OBJECTIVES

In the fourth Step the Players must set up all Objectives required for the Mission that was selected in Step 1. Each Mission will give specific Rules for how Objectives must be set up.

5. SELECT DEPLOYMENT MAP

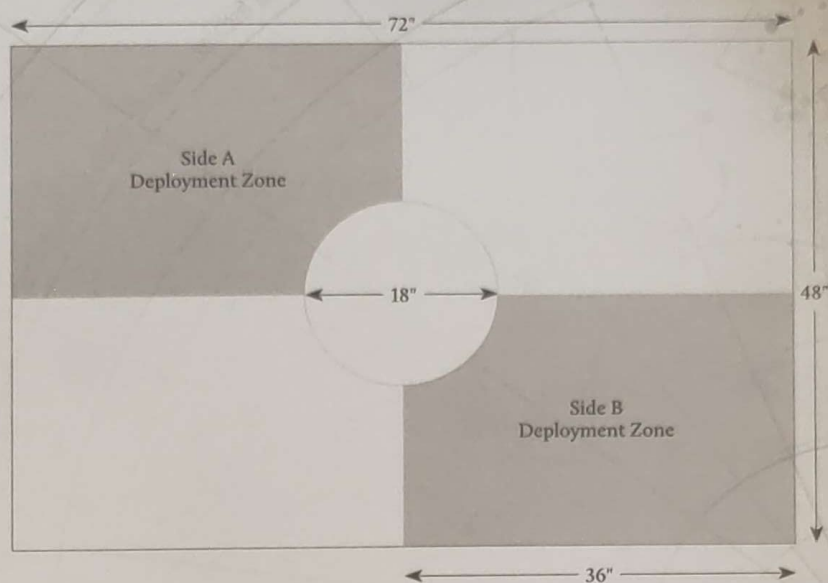
At the start of Step 5, a Deployment Map must be selected, this will dictate which Deployment Zones are to be used in Step 7. The Players may either select one of the core Deployment Maps that both Players agree on, or roll a single Dice on the table below to decide which core Deployment Map will be used.

CORE DEPLOYMENT MAPS

DICE	RESULT
1	Search and Destroy
2-3	Hammer and Anvil
4-6	Dawn of War

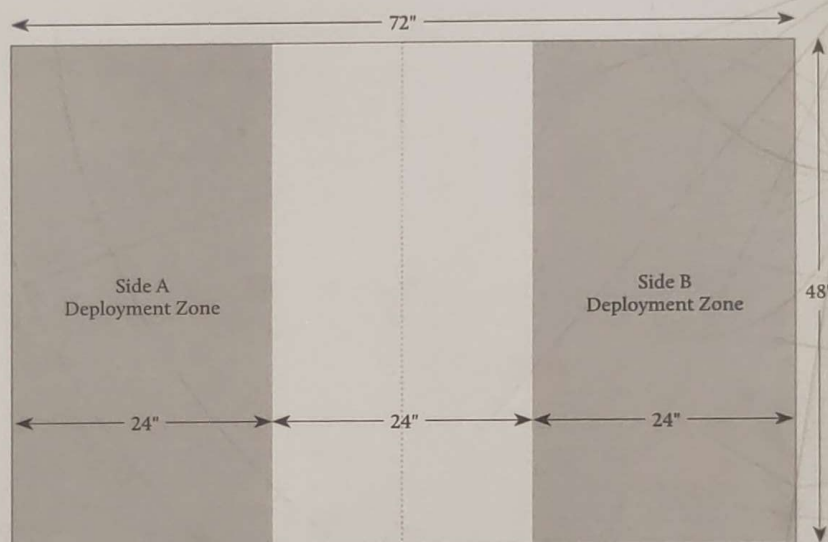
1. SEARCH AND DESTROY

If Players are using the Search and Destroy Deployment Map, then the Deployment Zones illustrated on the Search and Destroy Deployment Map are used.



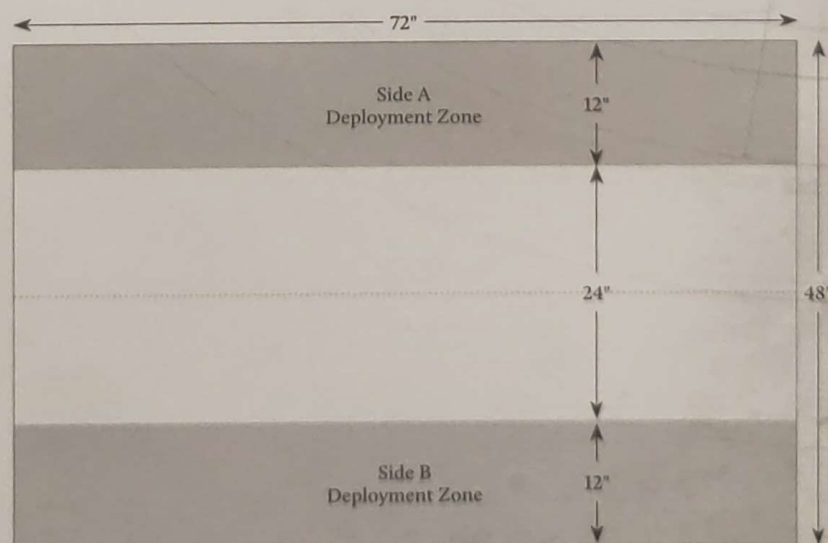
2. HAMMER AND ANVIL

If Players are using the Hammer and Anvil Deployment Map, then the Deployment Zones illustrated on the Hammer and Anvil Deployment Map are used.



3. DAWN OF WAR

If Players are using the Dawn of War Deployment Map, then the Deployment Zones illustrated on the Dawn of War Deployment Map are used.



Once the Deployment Map Type has been determined, the Players must allocate one specific Deployment Zone to each Player. All of the Core Deployment Maps list a Deployment Zone A and a Deployment Zone B – both Players must roll a single Dice, with the Player that rolls the highest using Deployment Zone A and the Player that rolls lowest using Deployment Zone B. If the result of the roll is a tie, then the Players must roll again until one Player rolls higher than the other.

6. DECLARE MISSION RESERVES

In this Step both Players should roll off. The Player that loses the roll-off must then declare if they intend to place any of their Units into Reserves. Once these Units have been noted on that Player's Army Roster, the Player that won the roll-off must declare if they intend to place any Units into Reserves. Note that all Players must deploy at least one Unit onto the Battlefield at the start of play, unless another Special Rule states otherwise.

During Step 7, further Units may only be added to Reserves if there is no position where the controlling Player can legitimately deploy them according to the deployment Rules of the Core Mission being played. Where this is the case, those Units that cannot be deployed are placed immediately into Reserves.

7. DEPLOY ARMIES

In this Step both Players should roll off. The Player that loses the roll-off must then deploy all Units in their Army that were not placed in Reserves in Step 6 to the Deployment Zone allocated to them in Step 5. If there is no position where the Controlling Player can legitimately deploy one or more of their Units within the required Deployment Zone, those Units must be placed into Reserves instead – if the Reserves Mission Special Rule is not in use, then those Units are placed to one side and cannot be used in the Mission, but do not count as having been Removed as Casualties.

DEPLOYMENT

The Mission Rules will often refer to 'deploying' Models, Units and Armies. When told to deploy a Model, Unit or Army, a Player must place all Models indicated onto the Battlefield within the bounds of their Deployment Zone. Models that are a part of a Unit must be placed in Unit Coherency. If any Models in a Unit cannot be placed on the Battlefield in Unit Coherency with at least one other Model from the same Unit then all Models in that Unit must be placed into Reserves instead.

When deploying multiple Units, either at the start of play or from Reserves, Players may choose to have Units Embarked upon other Models that are also being deployed as long as they would normally be able to Embark upon that Model. Likewise, when deploying multiple Units, Models that are eligible to join other Units that are being deployed may do so before being deployed. Models may be deployed into Difficult or Dangerous Terrain. If deployed into Dangerous Terrain, no Dangerous Terrain Tests are made until the Unit moves after having been deployed.

Models may never be deployed in Impassable Terrain, on an Objective or outside the bounds of the Battlefield or the Controlling Player's Deployment Zone. Furthermore, Models may never be deployed within 2" of any enemy Model. If a Model or Unit being deployed from Reserves cannot be placed at least 2" from an enemy Model, then all Models from the deploying Unit that are within 2" of an enemy Model once deployed are immediately Removed as Casualties.

8. PLAY CORE MISSION

The Player that deployed first in Step 7 takes the first Player Turn.

All Core Missions are played for four Battle Turns. At the end of the fourth Battle Turn, this Step ends and the Battle ends.

SUDDEN DEATH

If, at the end of any Battle Turn, any Player has no Models on the Battlefield, the Battle immediately ends regardless of the number of Turns that have been played. Models that are in Reserves do not count as being 'on the Battlefield', however Models in a Unit that includes any Models with the Routed Tactical Status, or Embarked in a Model with the Transport Sub-Type or in a Building or Fortification, do.

If a Battle is ended due to the Sudden Death Rule then the victor is still decided by Victory Points scored up to that point in the Battle, but the Player that still has Models on the Battlefield scores an additional 3 Victory Points.

9. DECIDE VICTOR

Once all four Battle Turns have been completed, the victor is decided by the number of Victory Points each Player has scored.

Victory Points are scored either by the Primary Objective or by Secondary Objectives, these offer different tactical challenges to Players and in general Primary Objectives will offer the most reward.



CORE MISSION

The Core Missions make use of a number of Mission Objectives. Mission Objectives are the goals that Players must achieve in order to claim victory in a Battle. The Core Missions feature both Primary and Secondary Mission Objectives – these function largely the same, in that they provide a goal that must be achieved in order to score Victory Points, but Primary Mission Objectives will offer a greater reward than Secondary Mission Objectives. The Mission Objectives used in the Core Missions are detailed here.

CORE MISSION PRIMARY OBJECTIVES

Each Core Mission's Primary Objective will require Players to control 'Objectives' in order to score Victory Points. Objectives, referred to here as Objective Markers, are intended to represent a critical point or resource on the Battlefield that must be held – this could be a vital crossroads, an ammunition cache or even an arbitrary set of map coordinates that high command has called for a force to capture.

In all cases an Objective Marker will be represented by either an Objective Marker token (as included in Warhammer: The Horus Heresy – Age of Darkness: Saturnine), or a 32mm Base. This Objective Marker or Base can be moved through, but Models may not end their move on an Objective Marker, but may end a move in Base Contact with it. An Objective Marker does not block Line of Sight, regardless of what is modelled on the Marker or Base, and Rules that require Models or Terrain to be moved have no effect on Objective Markers. Rules for placing Objective Markers on the Battlefield will be presented as part of the Mission, but note that Objective Markers may never be placed into an Area of Impassable Terrain or outside the bounds of the Battlefield, nor may an Objective Marker ever be Embarked on another Model. An Objective Marker may never be the target of any attacks, cannot be removed from play and is never affected by any Status. When measuring to or from an Objective Marker, always measure from the centre of the Marker, not the edge of its Base.

To score Victory Points from an Objective Marker, it must be 'Controlled'. In order to Control an Objective Marker, a Player must have at least one Model from any Unit under their control within 3" of the Objective Marker. Any of the following situations will stop a Unit from being eligible to Control an Objective Marker:

- If any Model in the Unit is affected by the Stunned, Suppressed, Pinned or Routed Statuses then that Unit may not Control an Objective Marker.
- If a Unit is Locked in Combat then it may not Control an Objective Marker.
- If a Unit is Embarked on another Model then it may not Control an Objective Marker.
- If a Unit includes any Models with the Vehicle, Cavalry or Automata Type then it may not Control an Objective Marker.

Furthermore, no Unit may ever Control more than one Objective Marker. If a Unit is ever in a position where it would Control more than one Objective Marker then the Unit's Controlling Player must declare which single Objective Marker it Controls in the Victory Sub-Phase. Likewise, if multiple Units under the Control of a single Player could claim to Control an Objective Marker, the Player that controls those Units chooses one of those Units to Control it.

When both Players have an eligible Unit in a position to Control an Objective Marker then that Objective is considered 'Contested'. A Contested Objective Marker can only be scored by one Unit, to determine which Unit scores a Contested Objective Marker the Players must compare the 'Tactical Strength' of the Units in question. The Tactical Strength of a Unit is equal to the number of Models in the Unit that are within 3" of the Objective Marker. Models with the Bulky (X) Special Rule are counted as a single Model, regardless of the value of X for this calculation, and any Models that have the Line (X) Special Rule add the value of X in their variant of the Line (X) Special Rule to the total.



For example:

- A Unit of five Models with no Special Rules with all Models in that Unit within 3" of the Objective Marker has a Tactical Strength of 5.
- A Unit of five Models, all with the Bulky (2) Special Rule with all Models in that Unit within 3" of the Objective Marker, has a Tactical Strength of 5.
- A Unit of five Models with no Special Rules with only three Models in that Unit within 3" of the Objective Marker has a Tactical Strength of 3.
- A Unit of five Models, all with the Line (1) Special Rule with all Models in that Unit within 3" of the Objective Marker, has a Tactical Strength of 10.
- A Unit of five Models, all with both the Bulky (2) and Line (1) Special Rules with all Models in that Unit within 3" of the Objective Marker, would have a Tactical Strength of 10.
- A Unit of five Models, all with the Line (1) Special Rule with only three Models in that Unit within 3" of the Objective Marker, has a Tactical Strength of 6.

The Unit with the higher Tactical Strength may score the Contested Objective Marker in the Controlling Player's turn as the Active Player. If no one Unit that is Contesting the Objective has a Tactical Strength higher than the Tactical Strength of any other Unit, then no Player controls the Objective and no Player may score Victory Points from it. A Unit may only Contest a single Objective Marker in any one Turn, and may not Control one Objective Marker while Contesting another. If a Unit is in a position to Contest more than one Objective Marker, then the Controlling Player must declare which Objective Marker it will Contest when it moves into a position to Contest multiple Objective Markers.

Each Objective Marker will have a value, that value being a number – for example an Objective Marker may be listed as having a value of '3'. The value of an Objective Marker is the number of Victory Points scored when a Unit Controls that Objective Marker in the Victory Sub-Phase. Both the Line (X) and Vanguard (X) Special Rules can have a major effect on the number of Victory Points scored from Objectives.

CORE MISSION SECONDARY OBJECTIVES

In any Core Mission, the following Secondary Objectives will always be in play, but the exact variant in use may vary in each Mission. In all cases, the Mission will list which variants of these Secondary Objectives are in use for that Mission. Secondary Objectives are a series of optional conditions which, if met, award the Player additional Victory Points.

- **Slay the Warlord (X):** If an enemy High Command Choice is Removed as a Casualty for any reason before the end of the Battle, the Opposing Player scores Victory Points. The number of Victory Points scored is equal to the value of X attached to this Secondary Objective (this may only be scored once per Battle, regardless of the number of qualifying Units Removed as Casualties).
- **Giant Killer (X):** If an enemy Lord of War or Warlord Choice is Removed as a Casualty for any reason, then the Opposing Player scores Victory Points. The number of Victory Points scored is equal to the value of X attached to this Secondary Objective (this may only be scored once per Battle, regardless of the number of qualifying Units Removed as Casualties).
- **Last Man Standing (X):** If, at the end of the Battle, a Player has more Units that include no Models with the Routed Status on the Battlefield than all Opposing Players combined, then that Player scores Victory Points. The number of Victory Points scored is equal to the value of X attached to this Secondary Objective. This Secondary Objective cannot be scored if the Battle ends due to the Sudden Death Rule.
- **First Strike (X):** If a Player causes one or more enemy Units to have all of their remaining Models Removed as Casualties (Units that Fall Back off the Battlefield count for this purpose) in their first Player Turn as the Active Player, then that Player scores Victory Points. The number of Victory Points scored is equal to the value of X attached to this Secondary Objective.

The Player with the most Victory Points is the victor. If both Players have scored the same number of Victory Points then the game is a draw.

MISSION SPECIAL RULES

The Core Missions make use of a number of Mission Special Rules. These are Special Rules that only apply during a Mission that lists them and supersede certain aspects of the Core Rules or add new options to play. The Mission Special Rules used in the Core Missions are detailed here.

SEIZE THE INITIATIVE

When this Mission Special Rule is in use, before beginning the First Turn of the Battle, the Player that is not taking the first Player Turn may choose to roll a Dice. If the result of this Dice roll is 6 or more, then that Player takes the First Player Turn instead.

COUNTER OFFENSIVE

When this Mission Special Rule is in use, if at the start of the last Battle Turn of the Battle a Player has only half or less the number of Victory Points currently scored by the Opposing Player, then that Player may declare a Counter Offensive. If they choose to do so, then all Victory Points scored by that Player in the last Battle Turn for controlling an Objective or by means of the Vanguard (X) Special Rule are doubled. The number of Victory Points scored is doubled after any modifiers have been applied to the value of an Objective.

RESERVES

Various Rules will allow or require Players to place Units in Reserves. Reserves is an area outside of the bounds of the Battlefield – Models that are in Reserves may not be selected or attacked during any Player's Turn, but do not count as having been Removed as Casualties. Models that are in Reserves should be kept near the Battlefield, but separate from any Models Removed as Casualties and must be made known to all other Players in the game.

While Units are in Reserves, the Controlling Player may freely declare that Units in Reserves have Embarked upon another friendly Unit that is in Reserves if the Unit would normally be capable of doing so. Likewise, Models in Reserves that are capable of joining or leaving Units may join or leave a friendly Unit that is also in Reserves freely by means of the Controlling Player declaring it is so.

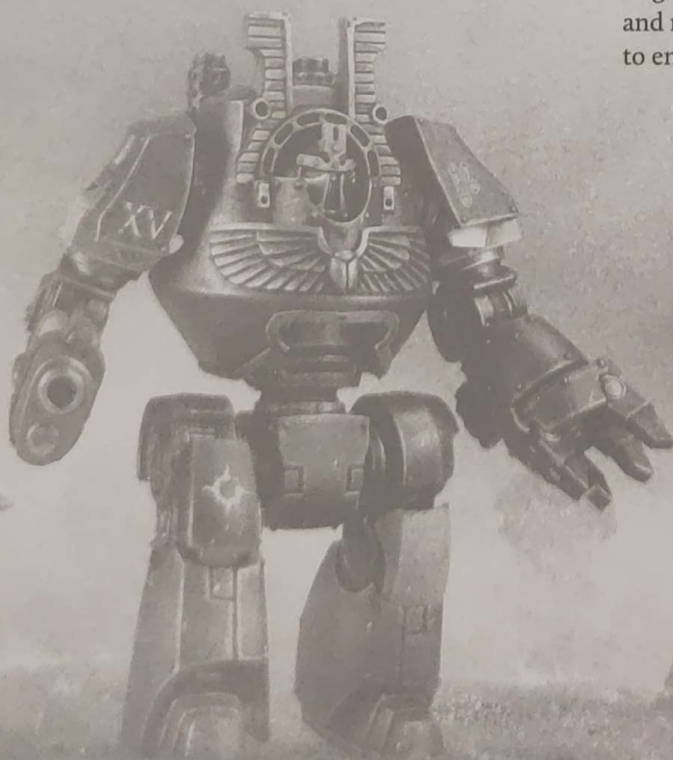
Entering Battle From Reserves

In the Reserves Sub-Phase of the Active Player's Movement Phase, each Unit that the Active Player has in Reserves must take a Reserves Test. The Rules for taking Reserves Tests and moving Models into play from Reserves are detailed on page 242.

Entering Reserves from the Battlefield

A Unit may only enter Reserves from the Battlefield if a Special Rule allows it to do so. Where this is the case, the Special Rule in question will detail how this is accomplished. The only Core Rules that allow Models to enter Reserves from the Battlefield are those for Models with the Flyer Sub-Type and are detailed on page 224.

In general Models may not move 'off of the Battlefield', and moving to the Battlefield Edge does not allow a Unit to enter Reserves.



CORE MISSION ONE

THE HEART OF BATTLE

*Two determined forces clash in open war, seeking to meet their foe and sweep them from the field.
This is war in its most uncompromising form, brutal and unrestrained.*

In order to claim victory in The Heart of Battle, Players must capture a single high value central Objective Marker, or dominate surrounding lesser value Objective Markers to accumulate Victory Points each Turn.

VICTORY CONDITIONS: THE STORM'S CENTRE

The following Mission Objectives are used in this Mission:

Primary Mission Objectives

- Capture Objective Markers

Secondary Mission Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (3)
- First Strike (3)

This Core Mission uses a single Objective Marker with a value of '3', placed at the centre of the Battlefield, and two Objective Markers with a value of '1' placed away from the centre of the Battlefield. In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers (Players may also score Victory Points from the Core Mission Secondary Objectives).

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

OBJECTIVE MARKERS

A single Objective Marker with a value of '3' and two Objective Markers with a value of '1' must be placed for this Core Mission.

In Step 4 of the Core Mission process, a single Objective Marker with a value of '3' must be placed at the centre point of the Battlefield. If the Objective Marker cannot be placed at the exact centre of the Battlefield, due to the presence of Impassable Terrain or another obstacle, then the Players must select a mutually agreed upon point on the Battlefield as close to the centre of the Battlefield as possible, whilst also being outside of any Area of Impassable Terrain and clear of any obstacles, to place the Objective Marker.

In addition to the central Objective Marker, the Players must also place two Objective Markers with a value of '1'. To place these Objective Markers the Players must first roll off. The Player that wins must then place one Objective Marker with a value of '1' anywhere on the Battlefield that is at least 12" away from the central Objective Marker and at least 6" away from any Battlefield edge. Once the Objective Marker with a value of '1' has been placed, the Player that lost the roll-off must then place a second such Objective Marker anywhere on the Battlefield that is at least 12" away from the central Objective Marker and at least 6" away from any Battlefield Edge or the other Objective Marker.

MISSION SPECIAL RULES

This Mission uses the **Reserves**, **Counter Offensive** and **Seize the Initiative** Mission Special Rules.

CORE MISSION TWO

THE CRUCIBLE OF WAR

Two forces must seek to take swift control of the battlefield in order to secure victory. Hesitation will only grant advantage to the enemy, but a bold and committed onslaught will set them on the back foot.

In order to claim victory in The Crucible of War, Players must capture any of four Objective Markers to accumulate Victory Points.

VICTORY CONDITIONS: VITAL GROUND

The following Mission Objectives are used in this Mission:

Primary Objectives

- Capture Objective Markers

Secondary Objectives

- Slay the Warlord (2)
- Giant Killer (2)
- Last Man Standing (2)
- First Strike (4)

This Core Mission uses four Objective Markers with a value of '2', placed in the middle of the Battlefield. In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Marker (Players may also score Victory Points from the Core Mission Secondary Objectives).

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

OBJECTIVE MARKERS

Four Objective Markers with a value of '2' must be placed for this Core Mission.

In Step 4 of the Core Mission Process four Objective Markers, each with a value of '2', must be placed in a fixed area of the Battlefield. To place these Objective Markers the Players must first roll off. The Player that wins must then place one Objective Marker anywhere on the Battlefield that is at least 12" away from any Battlefield edge. Once the first Objective Marker has been placed, the Player that lost the roll-off must then place a second Objective Marker anywhere on the Battlefield that is at least 12" away from any Battlefield Edge or any other Objective Marker. The Players then alternate placing a second Objective Marker each using the same restrictions.

MISSION SPECIAL RULES

This Mission uses the **Reserves**, **Counter Offensive** and **Seize the Initiative** Mission Special Rules.

CORE MISSION THREE

TAKE AND HOLD

To claim victory, an army must seek to hold both their own territory and claim that of the foe. Here, a general must apply both a powerful offence and a solid defence, or be doomed to a stalemate that denies victory to either side.

In order to claim victory in Take and Hold, Players must hold Objectives in the middle of the Battlefield, exploiting the limited value of those Objectives to confound the foe.

VICTORY CONDITIONS: VITAL GROUND

The following Mission Objectives are used in this Mission:

Primary Objectives

- Capture Objective Markers

Secondary Objectives

- Slay the Warlord (2)
- Giant Killer (4)
- Last Man Standing (4)
- First Strike (2)

This Core Mission uses two Objectives with a value of '3', placed in the middle of the Battlefield. In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Marker (Players may also score Victory Points from the Core Mission Secondary Objectives).

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

OBJECTIVE MARKERS

Two Objective Markers with a value of '3' must be placed for this Core Mission.

In Step 4 of the Core Mission Process two Objective Markers, each with a value of '3', must be placed in a fixed area of the Battlefield. To place these Objective Markers the Players must first roll off. The Player that wins must then place one Objective Marker anywhere on the Battlefield that is at least 12" away from any Battlefield edge. Once the first Objective Marker has been placed, the Player that lost the roll-off must then place a second Objective Marker anywhere on the Battlefield that is at least 12" away from any Battlefield edge and at least 18" away from the other Objective Marker.

MISSION SPECIAL RULES

This Mission uses the **Reserves**, **Seize the Initiative**, **Counter Offensive** and **Window of Opportunity** Special Rules.

Window of Opportunity

In a Mission using this Special Rule, whenever a Player scores Victory Points for controlling an Objective Marker in the Victory Sub-Phase, the value of that Objective Marker is reduced by 1, to a minimum of 0. When an Objective Marker is reduced to a value of 0, it is immediately removed from play and can no longer be controlled or scored from.

MODES OF PLAY

This section explains the different ways in which Players can approach Battles in the Age of Darkness – the various modes of play commonly referenced as part of the Rules.

At its heart, the Horus Heresy – Age of Darkness is a narrative game intended to recreate the myriad conflicts of a galaxy-spanning civil war. The aim of the Core Rules is to create a sense of verisimilitude of the Age of Darkness and give Players an authentic Horus Heresy experience, even when playing a game which has no pre-defined or Player-created story. However, there are many ways in which Players can structure their gaming experience to better suit their own preferences and that of their gaming group. We refer to these different ways of playing as Modes of Play, each a shorthand for a specific set of preferences that is intended not to categorise Players, but to illustrate the wide variety of ways in which Players can enjoy this hobby.

MATCHED PLAY

A Battle fought using the Matched Play Mode pits two Players against each other, each taking command of an Army using the core Age of Darkness Rules and selected with the same Points Limit.

Often considered the 'standard' mode of play, Matched Play assumes that Players resolve Battles using the Core Rules for selecting and fielding Armies. Such Battles usually feature sides using equal forces and no Rules that apply effects based on previous games or special narrative situations. The Missions presented in the Core Mission Pack can be considered the best example of Matched Play, as they offer a balanced set-up for two Armies of equal size to compete with no fixed position within the timeline or lore of the Horus Heresy. Matched Play is in many ways the default way of playing games which are set in the Age of Darkness, and exists to facilitate all standard one-off Battles with a story inspired by the events set forth in the background and the Black Library novels. Such games can range from friendly matches between members of an existing gaming community to 'pick-up' games in your local games store or gaming club, played between people who have never enjoyed a game against one another before. Matched Play allows both Players to begin their game on an even footing and to have a relatively balanced and fairly matched Battle. It is a Mode of Play that evokes the spirit of the game – and is about creating great stories and ensuring that everyone enjoys their gaming experience.

Designer's Note: The Other Hobby

This section largely explains how the various Modes of Play affect Battles and the Rules of the game, but the Modes of Play also imply some differences in how we approach the Other Hobby – painting and collecting.

Matched Play takes a balanced approach to this, encouraging Players to paint and theme their collections and Armies only as much as they want to. This Mode of Play imposes no Rules or restrictions on a Player's creativity and encourages Players to enjoy the Horus Heresy in their own way, within the bounds of the Core Rules for Army Selection.

Tournament Play often takes less interest in painting, but places a number of unspoken restrictions on what should be included in a collection. Tournament Play places emphasis on the competitive spirit of the game and as such certain Units and combinations will be considered more appropriate than others. Similarly, a well painted Army has value, but does not affect the actual resolution of a Battle and is often seen as secondary to the composition of a Player's Army.

Lastly, Campaign Play places more emphasis on painting and collecting, but also more restrictions. As most Campaign Play is intended to replicate specific stories from the lore of the Horus Heresy, it most often includes strict limits on which Factions can be included in a given Battle and on how they should be painted or assembled. Moreover, such play often emphasises appearance over effectiveness on the Battlefield and can require the use of non-standard Rules for the selection of Armies to represent this.

None of these modes are more correct than others, each offers its own benefits to a Player, but it is often worth deciding how a group of Players wishes to approach the hobby so that everyone can get the most enjoyment from gaming, collecting and painting as part of the Age of Darkness hobby.

TOURNAMENT PLAY

A Battle fought using the Tournament Play Mode pits Players against a number of other Players as part of a structured competition in which a series of games are played to determine an overall champion.

Tournament Play is ideal for those who wish to play in a competitive spirit, and also allows Players to test their skills against opponents that they do not regularly play. This makes it ideal for leagues and tournaments, events where many Battles are resolved within a fixed and often short time frame as a structured set of games with a defined winner. Such events are ideal for those without a regular gaming group or with limited time available to play. Such tournaments often make use of variant Rules for the selection of Armies and may include unique Missions of the organiser's design, all intended to focus the Battles on a specific aspect of the Rules and to encourage competition among the Players. Due to the nature of the Horus Heresy, most such events will split the Players into two groups, Loyalist and Traitors, who compete against each other, but this is not always true. This Mode of Play is best suited for Players that are more interested in challenging opponents on an even footing outside of an established gaming group and the thrill of triumphing in a close run test of skill and strategy.

CAMPAIGN PLAY

A Battle fought using the Campaign Play Mode is intended to represent a specific Battle from the Lore of the Horus Heresy, and will often require a number of linked games to fully resolve.

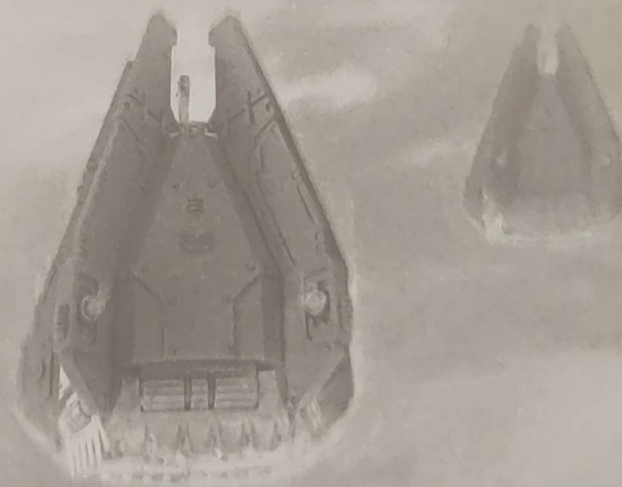
Campaign Play is primarily concerned with playing famous Battles, and Battles in this Mode of Play often present additional Rules for an interconnected series of games with persistent characters and a driving narrative. Campaign Play uses missions based around key Battles from the background of the Horus Heresy, some taken from official publications and some the creation of Players based on the narrative of the Horus Heresy. Such Missions will often restrict Players to using specific Factions to select Armies from, or place restrictions on which Units may be selected in order to more closely represent the Battle on which the Mission is based. While most Campaign Play revolves around replicating the various Battles recounted in either Age of Darkness publications or Black Library novels, it can also be used to represent alternative timelines where events diverge from the known lore. One of the advantages of Campaign Play is that it allows Players to restructure the game in order to play the way they want to, though it may imply some deviation from the standard balance of the Core Rules. This Mode of Play favours established gaming groups with plenty of time to organise and resolve a series of carefully designed missions where the winner is less important than the spectacle of the campaign.

EXEMPLARY BATTLES OF THE AGE OF DARKNESS

Exemplary Battles of the Age of Darkness are official publications available on the Warhammer Community website that present smaller narrative events. These Exemplary Battles provide an exciting opportunity to play highly themed games set in the Horus Heresy and are typically standalone Missions or short campaigns. Exemplary Battles will often be accompanied by new Unit Profiles which further allow Players to theme their Armies appropriately to the specific Battles they are recreating.

EXPANDING THE AGE OF DARKNESS

There are plenty of variations on the Modes of Play presented here. Further supplements will provide a subset of Rules which modify the core Horus Heresy – Age of Darkness game Rules in unique ways to represent specific combat environments and circumstances, as well as escalations of hostility which are beyond those encompassed even by a standard Age of Darkness Battle. Theatres of war, such as Zone Mortalis (desperate close-in tunnel fighting in the depths of hive cities or the guts of massive voidships) and City Fight (warfare in the battle-torn ruins of once-great cities) for example, represent very different modes of warfare to the standard game, each with its own challenges and often calling for unique stratagems and Army compositions. The Rules for playing such games will be presented in future Horus Heresy – Age of Darkness publications.



DESIGNER'S AFTERWORD

This new edition of the Horus Heresy game is the result of years of experience and feedback on previous editions, and while similar in many ways, includes a lot of subtle (and not so subtle) changes. This section offers some insights into why and what we've done to make your Battles in the Age of Darkness both easier and more fun than ever before.

For us, the Horus Heresy is first and foremost a narrative experience. It's about retelling the epic Battles and crushing defeats of the Age of Darkness and about creating our own legends of heroism and villainy. The rules exist to help us find those narratives and to add a touch of uncertainty to each firefight and each clash of heroes. There are tactics waiting to be unleashed, and cunning combinations of weapons and units with which to intimidate your foe, but these are not the focus of the rules contained herein. These rules are complex by design, as they must be to reflect the sheer breadth of characters and warriors that fought in the Age of Darkness and the depth of possibilities in their stories. Yet, in their exploration on the battlefield can we find the real drama of the Horus Heresy, in desperate charges, epic challenges and unyielding engines of war. That is the nature of the Horus Heresy, a challenge for veteran warriors and gamers and the more ambitious of newcomers. This new edition follows these principles and tries to bring them to the fore, building upon the foundation of those editions that have gone before.

But, before we dig into the details of this new edition, let's talk a little about our overall goals and what we wanted to achieve. First and foremost, we've tried to **tidy up** the overall structure of the rules – to streamline processes and make it more obvious how, why and when things should be done as part of play. This shouldn't really change what you do at the table, but should make it easier to do it. Our second goal was to **refine key aspects** of the rules, changing the way certain established parts of the rules work to make them better without fundamentally changing what they do. Here we've tweaked things like Reactions, psychic powers and various special rules so that they are leaner and more efficient at promoting the kind of play we think is emblematic of the Horus Heresy hobby. Lastly, we've included a few surprises to **mix things up** and keep the game interesting and fun for both veteran gamers and newcomers to the galactic civil war. Likely you've already noted the system of Tactical Statuses, the new Charge rules and the revised army selection rules. These are larger departures from previous editions, but ones we feel make the game more fun and will encourage players old and new to take a fresh look at how they approach the battlefield and hobby.

With these goals in mind, we've made enough small changes that it would be impossible to discuss them all (without setting aside a whole book just for that purpose). So in this brief afterword, we'll limit ourselves to talking about some of the more important changes here, starting with model characteristics. In this edition we've added a number of new characteristics, the names of which may be familiar to long-time veterans of the hobby, but nostalgia was not the main reason for their return. Instead, this change is all about giving leaders the ability to specialise in specific roles and in turn allow oft-ignored leader types to have a more prominent role. In the last edition Leadership dealt with almost every non-combat rule in the game, leaving little reason for players to select any HQ other than Praetors. Now that different characteristics handle different situations, other leaders can step to the fore without compromising the Praetor's role as master of the Legion, nor forcing other leaders to be expert commanders. Librarians can be the best at using and resisting psychic powers without also being expert tacticians; Techmarines can focus on repairing vehicles without serving as back-up Sergeants; and Moritats can be stubborn without also being expert technicians. This allows specialists to be powerful in their assigned roles and generalists to have value in smaller forces without hijacking the intended role of other models. Our intent being to rebalance the rules to better accommodate the units and warriors of the Horus Heresy, so that we see a wider variety of leaders in armies when taken in combination with other key changes.



Of those key changes, the introduction of a more complete system of Tactical Statuses offers a new way for players to shape the course of a game. Instead of just killing the enemy, they can now be suppressed, pinned, stunned or routed – with each status offering drawbacks to be exploited by the enemy. With the rules that inflict these statuses spread across a variety of different weapons, it grants certain lesser used weapons new strength outside of simply how good their AP was, as well as new places for different characteristics to shine. Now the humble Centurion, with his higher Cool characteristic, becomes an invaluable tool for resisting Statuses without supplanting the greater combat power and Leadership of the assault focussed Praetor. As with many other of the changes you'll find in this edition, it is not intended to radically alter the way in which the game is played, but to add more nuance to the way we've always played it. Moreover, we've sought to enable more genuine options in the tools we use to play – from weapons to units to characters, we've tried to make sure each has a distinct purpose. Each situation should have more and less appropriate tools, but no one unit combination should be pre-eminent in all situations.

With more gameplay options becoming valid and powerful tactics for disrupting your opponent's strategy, we've also looked at how we select and form armies. Here we've moved player agency to the fore, with an emphasis on making it easy and fun for players to assemble the kind of army they want, without arbitrary limits. The various categories of units have been re-organised into a more varied set that better represents the armies of the Horus Heresy and 'taxes' on certain units removed and replaced with incentives. Now selecting an army should feel more like a series of meaningful choices than simply following the same cookie-cutter pattern as every other army. With the final structure of an army now decided by player choices, the whole process should feel more like an integral part of the hobby, another method of showcasing each player's unique take on the Horus Heresy alongside painting and modelling.

There are lots of other changes to discover, from new rules to integrate Flyers more easily into play, to a whole new Challenges system to add drama and inspire war stories in the Assault Phase. These are all crafted with the same intent as those changes we've looked at in more detail, seeking to streamline play and add fun new options for a narrative driven gaming experience. We hope this new edition and the changes we've made will make your battles in the Age of Darkness both easier and more engaging.



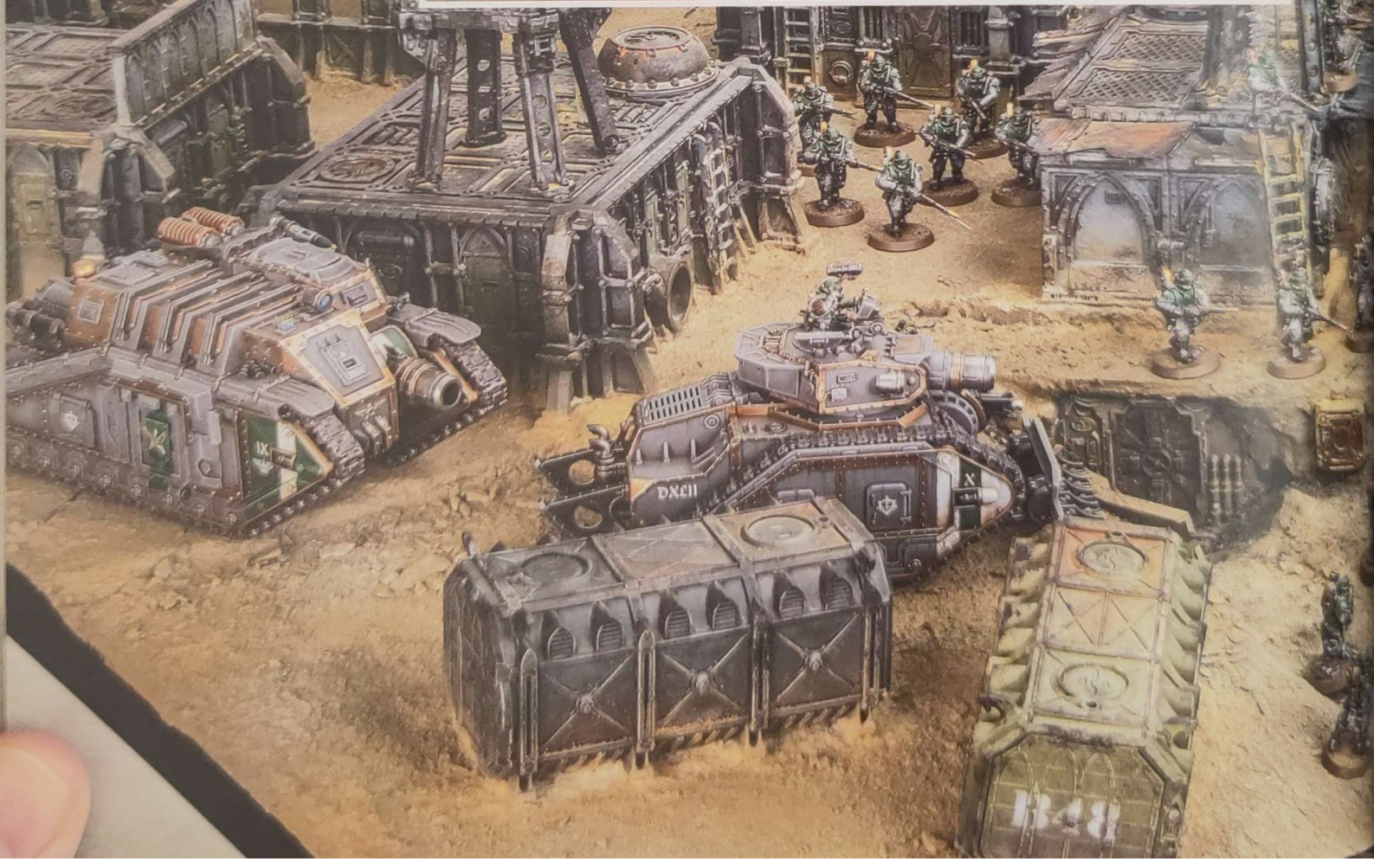
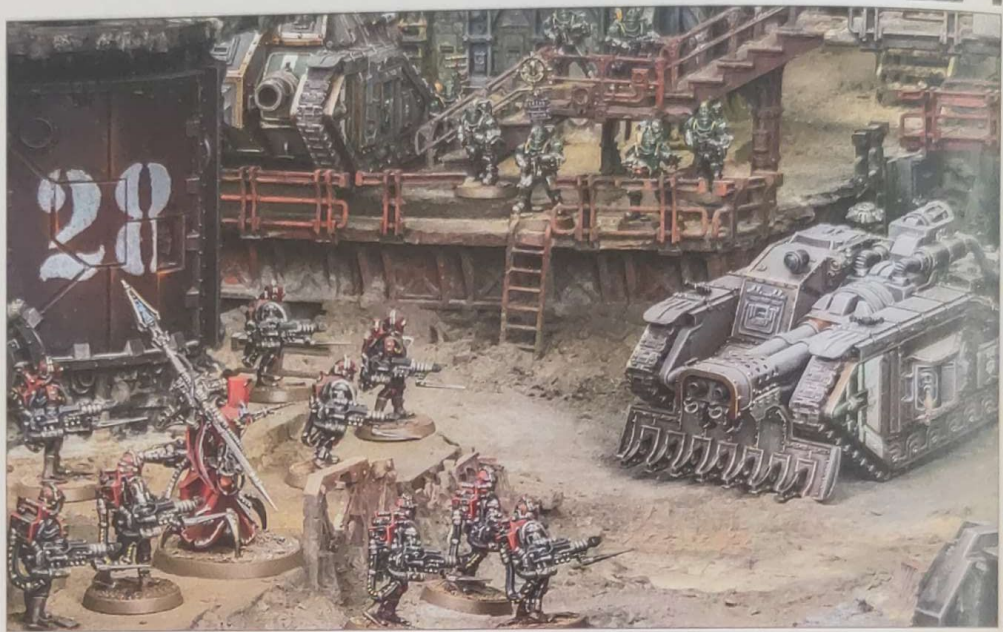
FRONTIER MANUFACTORUM BATTLEFIELD

The battlefields of the Horus Heresy spanned the galaxy, from the black sands of Istvan V to desolate frontier worlds like the one depicted here. The game's rules have been written so that they can be used to represent a variety of battlefields, and most especially the iconic warzones of the Horus Heresy novels. This battlefield could be used to represent any number of key locations - from the slums of Armatura to the desert outposts of Cthonia. A dense selection of buildings and terrain features of varying heights allows both forces to approach their foe unseen, offering numerous

tactical opportunities and encouraging a vicious close-range conflict that favours short range gun battles and close combat.

When setting up any battlefield, it is important that players agree what type of terrain each piece is, and what rules will apply to it during a battle. Pieces such as the gantries and walkways can be used as area terrain. Other pieces such as the cargo crates, pipelines and large gas or fuel tanks can be used as terrain pieces, blocking line of sight to models hidden behind.

Armoured vehicles, like this Malcador Infernus, bring significant firepower to bear, clearing objective markers of foes with ease, but require supporting infantry to claim those objectives.



Multi-level terrain provides a multitude of tactical gameplay options for players to exploit, allowing troops to rain fire down upon exposed foes.



RUINED IMPERIAL CITY BATTLEFIELD

This battlefield is designed to provide a different experience to the Frontier Manufactorum battlefield on the previous page. Using large areas of ruins, the battlefield left more open than the previous example, but with lots of cover for the forces to take advantage of. This provides a markedly different gaming experience, where the conflict favours rapid advances and furious volleys of gunfire, with careful use of cover limiting the effect of more powerful guns. Clearer lines of sight also allow the use of snipers or even artillery to be used to good effect.

When setting up such a battlefield, players should carefully consider where to place larger areas of terrain. Leaving open areas on the battlefield where heavier weapons or snipers can be brought to bear will also create exciting encounters, while paths large enough for armoured vehicles to pass through will stop these units from being unfairly sidelined. A battlefield of this nature encourages a combined arms approach, with a mix of long ranged and close combat troops backed by tanks and other armoured support being ideal.



Larger areas of terrain will slow down the advance of infantry and tanks and block lines of sight, and so controlling the open paths that allow swift movement across the battlefield will often be key to victory.





Units which can bring powerful ranged weapons to bear thrive on the higher levels of ruins, where smaller terrain pieces or armoured vehicles cannot block line of sight to vulnerable targets.



HIVE CITY INTERIOR BATTLEFIELD

Representing the interior of a huge structure, this kind of battlefield can provide an exciting new challenge as it is divided into a number of smaller zones, where lines of sight to distant areas are extremely limited. This creates a number of unique opportunities to use the battlefield to isolate and eliminate enemy units. Terrain suitable for such a battlefield is more limited than others, as it is important for walls and corridors to connect up properly and without creating too many dead-ends that might force

units to spend turns running along corridors without encountering any foes!

If players wish, they can also use such environments for a portion of the battlefield, or even create a small separate battlefield that units can enter through bunker doors or other entrances on the main battlefield. Allowing units to traverse between environments opens up a whole range of exciting custom missions and storytelling opportunities.

Battles in such constrained battlefields require cunning use of movement to ensure units will often be able to make significant headway across the battlefield or even onto objective markers without the enemy being able to draw line of sight to engage them.



Sharp corners and tight confines ensure that when units encounter each other, it is often brutal and decisive. On such a battlefield weapons which use blast barkers or templates can wreak havoc on tightly packed foes.





Armoury of the Age of Darkness

"It is by the work of the forge that warriors triumph in battle, not by the wiles of distant strategists."

Attr. Vulkan, Lord of Nocturne and Master of the Salamanders

CORE SPECIAL RULES

Special Rules are more complicated additions to the Core Rules presented prior to this. They deal with more niche situations or specific exceptions to the Core Rules that allow Models and Units to properly fill the roles they have on the Battlefield. Not all Units or Models will have Special Rules, and some will have more than one, but proper use of Special Rules on the Battlefield can mean the difference between victory and defeat.

Note that in all cases a Special Rule overrides a Rule – meaning that if the Rules state one thing, but a Special Rule contradicts them, then the Special Rule is followed where applicable. All Rules prior to this section are considered to be Rules and not Special Rules, unless specifically noted otherwise.

The following comprise the core Special Rules, used by Models from any and all Factions. Other publications may present additional Special Rules for use with certain Faction or Units. These Special Rules are treated in the same manner as the Special Rules presented here.

VARIABLE SPECIAL RULES AND THE VALUE OF X

Many of the Special Rules found in this section have '(X)' appended to them, such as 'Shred (X)'. This indicates that the Special Rule is a Variable Special Rule, where the value of X can change from case to case, allowing the Special Rule to represent a number of different situations and circumstances. On actual Models, such Special Rules will replace the value X with another value – for example a Model might have the following Special Rules: Shred (4+) and Impact (Strength).

In all cases, the Special Rule will indicate how it uses the value X in play and what values Players can expect to see. Once X has been replaced on a specific Model's profile, that is considered a specific variant of the Special Rule, counting as a separate Rule. As such, Shred (3+) and Shred (5+) are considered different Special Rules, both variants of the Shred (X) Special Rule. No Model may have more than one variant of a given variable Special Rule; if another Rule or effect would grant a Model another variant of a Special Rule that Model already has then it retains the variant with the most favourable value of X (as decided by the Controlling Player). The values of X for any variable Special Rules are never combined and do not stack under any circumstances. Furthermore, no Hit, wound or Unsaved Wound can benefit from the effects of any Special Rule more than once.



ARMOURBANE

Heavy beams and armour-piercing cannon rarely inflict superficial damage, but always blast and break the hull of their target. Such weapons are superior tank killers, their sheer power prized over lesser weapons when the objective is to apply maximum damage without concern for finesse.

A Weapon with the Armourbane Special Rule counts Glancing Hits as Penetrating Hits.

When making Armour Penetration Tests for an attack with this Special Rule, a result that is equal to, or greater than, the target Armour Value inflicts a Penetrating Hit. A Weapon with this Special Rule can never inflict a Glancing Hit, and any Rule that would force them to do so instead inflicts a Penetrating Hit.

ASSAULT VEHICLE

Some vehicles are designed to deploy assault troops directly into the heart of combat. Whether by means of assault ramps or other methods, they allow the troops aboard to disembark in fighting order and engage the foe without delay.

A Vehicle with this Special Rule allows Models to Disembark and Charge without penalty.

A Unit that is Disembarked from another Model that has the Assault Vehicle Special Rule may have a Charge declared for it in the Charge Sub-Phase of the same Player Turn without being forced to make a Disordered Charge.

AUTO-REPAIR (X)

Some vehicles are either fitted with sophisticated auto-repair systems, or are simple enough in construction that their crew can effect repairs in the field. Such vehicles are able to shrug off minor damage that would otherwise reduce the fighting ability of their war machine.

A Model with this Special Rule has a bonus to Repair Tests to remove Statuses.

If the Active Player makes a Repair Test in the Statuses Sub-Phase of the End Phase for a Model with the Vehicle Type with this Special Rule, they ignore the usual Target Number of 6. Instead, the value of X attached to the variant of this Special Rule is used as the Target Number for that Repair Test. For example, a Model with the Auto-repair (4+) Special Rule would pass any Repair Tests made for it on the result of a 4 or higher.

BARRAGE (X)

Long range artillery fire is the terror of any infantry advance, striking its targets no matter what cover they seek or where they attempt to take shelter.

A Weapon with this Special Rule may be used to attack Target Units out of Line of Sight.

If a Unit for which a Shooting Attack is made includes any Models with one or more Weapons with this Special Rule, then in Step 2 of the Shooting Attack process they may ignore the restriction on requiring Line of Sight to a Target Unit. If a Player uses this Special Rule to declare a Shooting Attack on a Unit that the attacking Unit cannot draw a Line of Sight to, then in Step 3 of the Shooting Attack process that Player may only declare attacks with Weapons that have this Special Rule.

If a Weapon with this Special Rule and the Blast (X) Special Rule is used to attack a Unit without Line of Sight to that Unit, then no Hit Test is made and an Indirect Scatter Roll must be made for the Blast Marker placed as part of the attack. If such a Weapon makes more than a single attack then a separate Indirect Scatter Roll is made for each attack. When making an Indirect Scatter Roll for such an attack, the number of Dice rolled alongside the Scatter Dice is determined by the value of X for the Weapon with the Barrage (X) Special Rule, the value of these Dice is then totalled to find the distance the attack Scatters.

BATTLESMITH (X)

An army without war engines is easy prey for the foe, and without specially trained warriors to repair those machines they will soon fail in the face of the Horus Heresy's fury. Battlesmiths are charged with seeing to the care of the metal behemoths that lead every assault, keeping them operational and ensuring their guns never fall silent.

A Model with the Battlesmith (X) Special Rule can repair Vehicles, Automata and other mechanical Units.

In the Controlling Player's Movement Phase as the Active Player, when a Model with the Battlesmith (X) Special Rule has been selected, but either before or after it has been moved, the Controlling Player of that Model may activate this Special Rule. Once activated, the Controlling Player of the Model with the Battlesmith (X) Special Rule, hereafter referred to as the 'Acting Model', must select one friendly Model within 6" of the Acting Model. The Model selected must have the Vehicle, Automata or Walker Type and is hereafter referred to as the 'Target Model'. Once a Target Model has been selected, the Player controlling the Acting Model must make an Intelligence Check for the Acting Model.

If the Check is failed there is no further effect, but if the Check is passed then the Player controlling the Acting Model may select one of the following options:

- **Repair** – The Target Model gains a number of Wounds or Hull Points equal to the value of X in the Battlesmith (X) Special Rule variant possessed by the Acting Model. This cannot increase the Target Model's Wounds or Hull Points above its Base Value.
- **Restore** – A number of Statuses equal to the value of X in the Battlesmith (X) Special Rule variant possessed by the Acting Model may be removed from the Target Model.

Activating the Battlesmith (X) Special Rule does not limit the Acting Model or the Target Model when moving or attacking in the same Turn.

BLAST (X)

Some weapons trade precision for indiscriminate destruction, high explosive impacts that can devastate a wide area. From artillery shells to high energy blasts, such weapons are popular tools of destruction on the battlefields of the Horus Heresy.

Attacks made with the Blast (X) Special Rule use a Blast Marker to determine how many Hits are caused.

When making attacks with a Weapon that has the Blast (X) Special Rule, before any Hit Tests are made, a Blast Marker must first be placed to determine how many Hits may be inflicted by the attack. The Player making the attack must place the Blast Marker indicated in brackets as part of the Special Rule so that the hole in the middle is entirely over the Base of any one Model in the Target Unit. Once the Blast Marker has been placed, the Player making the attack must make a Hit Test for the attack, and each Model from the Target Unit that is fully or partially under the Blast Marker will suffer 1 Hit if the Hit Test is successful.

HITS ON OTHER UNITS

If any Models from Units other than the Target Unit are fully or partially covered by the Blast Marker, then a new Fire Group must be created for those Hits and set to one side. Continue resolving the Shooting Attack on the original Target Unit, and once that Shooting Attack has been completely resolved begin a new Shooting Attack to resolve those additional Fire Groups generated for Units other than the original Target Unit.

If the Hit Test is unsuccessful then no Hits are inflicted and the Player making the attack must make a Scatter Roll for the Blast Marker (see the Rules for Scatter on page 187). Once a Scatter Roll has been made for the Blast Marker and it has been moved, one Hit is inflicted on a Unit for each Model from that Unit that is wholly or partially covered by the Blast Marker.

Hits can be scored on both friendly and enemy Units by attacks using the Blast (X) Special Rule. Hits inflicted by Weapons with the Blast (X) Special Rule are allocated in the same manner as other Hits, regardless of which actual Models were under the Blast Marker and the Blast Marker may not be used to inflict Hits on specific Models.

If a Fire Group includes multiple attacks made with the Blast (X) Special Rule, do not place multiple Blast Markers. A single Blast Marker is placed using the Rules detailed above, and a Hit Test is made for each attack in that Fire Group. For each successful Hit Test, one Hit is inflicted for each Model from the target Unit that is fully or partially under the Blast Marker. If any Hit Tests are unsuccessful then, after any Hits made by successful Hit Tests are counted, a single Scatter Roll is made for the Blast Marker, regardless of the total number of unsuccessful Hit Tests. For each Hit Test that was unsuccessful, one Hit is inflicted on a Unit for each Model from that Unit that is wholly or partially covered by the Blast Marker after the Scatter Roll has been resolved.

BREACHING (X)

Designed to pierce the armour worn by heavy infantry, some weapons have gained a fearsome reputation on the battlefields of the Horus Heresy. While many such weapons are rare or temperamental in use, the sheer power of their attacks more than makes up for this.

With a Weapon that has the Breaching (X) Special Rule there is a chance that a Wound Test may result in the Wound ignoring Armour Saves.

When any Wound Test is made for an attack with the Breaching (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Breaching (X) Special Rule, then if a wound is inflicted by that Wound Test, that wound becomes a 'Breaching Wound'.

A Breaching Wound is always treated as having an AP Characteristic of 2 regardless of the Characteristics of the Weapon used to make the attack.

BULKY (X)

Transport vehicles are designed to balance armour and capacity, attempting to mount the most protection without compromising how many warriors they can carry. Yet, some warriors are plated in such imposing armour or even spawned in such an aberrant nature that they occupy far more space than any regular fighter. Such warriors are mighty in both power and stature, but prove more difficult to ferry into battle.

Models with the Bulky (X) Special Rule take up more space on Transport Models.

A Model with the Bulky (X) Special Rule does not use up 1 Point of Transport Capacity when it Embarks on a Model with the Transport Sub-Type. Instead it uses up a number of points of Transport Capacity equal to the value of X attached to the variant of the Bulky (X) possessed by that Model.

CRITICAL HIT (X)

Whether by dint of superior skill or exemplary wargear, some warriors are better able to place strikes on enemy weak points. Such attacks can fell even the most powerful foes with a single well-placed shot.

Attacks made with the Critical Hit (X) Special Rule have a chance to automatically cause a wound and inflict 1 extra point of Damage.

When any Hit Test is made for an attack with the Critical Hit (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Critical Hit (X) Special Rule, then if a Hit is inflicted by that Hit Test, that Hit becomes a 'Critical Hit'.

A Critical Hit automatically inflicts a wound without any Dice being rolled, counting as the roll of a '6' for any variable Special Rules that might be triggered by a Wound Test, and increases the Damage Characteristic of the Hit by +1.

DEEP STRIKE

Deep strike deployments are usually conducted en-masse and at a distance from the enemy, lest the attacking force be destroyed in detail as it lands.

The Deep Strike Special Rule allows a Unit to enter play anywhere on the Battlefield.

A Unit that includes only Models with the Deep Strike Special Rule that enters play from Reserves may make a Deep Strike instead of deploying as described in the Reserves Rules. No more than one Unit may attempt a Deep Strike in a given Player Turn. The Unit attempting a Deep Strike may have another Unit without the Deep Strike Special Rule Embarked upon it if the Deep Striking Unit includes Models with the Transport Sub-Type (note that some Missions may allow more Units to attempt a Deep Strike in the same Player Turn. This will be specifically noted in the Mission Special Rules section of that Mission). Note that in Missions where the Reserves Mission Special Rule is not in use, the Deep Strike Special Rule has no effect. Furthermore, Units may not make use of the Deep Strike Special Rule during the first Battle Turn, even if they enter play from Reserves.

To perform a Deep Strike, the Active Player must declare an Eligible Unit that has entered play from Reserves in the Reserves Sub-Phase as the Deep Striking Unit. The Active Player must then select one Model from that Unit and place it anywhere on the Battlefield. This Model must be placed at least 1" away from any enemy Model, Battlefield Edge or piece of Impassable Terrain. Once this first Model has been placed, the remaining Models in the Unit must be placed within Unit Coherency with at least one other Model in the same Unit and within 6" of the first Model placed. No Models may be placed within 1" of an enemy Model, any Battlefield Edge or a piece of Impassable Terrain. Any Models that cannot be placed using these Rules must be Removed as a Casualty immediately. This deployment must take place during the Reserves Sub-Phase, and a Unit that deploys as a Deep Strike may not move in the Move Sub-Phase of the same Player Turn or have a Charge declared for it in the Charge Sub-Phase of the same Player Turn, but may make Shooting Attacks as normal. A Unit that is Embarked on a Model that is deployed as part of a Deep Strike may Disembark during the Move Sub-Phase of the same Player Turn, but may not make any move other than the move made to Disembark and may not have a Charge declared for it in the Charge Sub-Phase of the same Player Turn.

Enemy Units may declare Intercept Reactions against a Unit deployed as part of a Deep Strike, but not Reposition Reactions.

DEFLAGRATE (X)

Exotic beam weapons of arcing energy or sequential explosions triggered by the death of the first victim, some weapons cause not a single casualty, but a slew of them. Such weapons are wielded with grim efficiency against close packed formations of troops on the battlefields of the Horus Heresy. The most well-known examples are the volkite weapons of Mars, but many others are known.

Unsaved Wounds inflicted by attacks with the Deflagrate (X) Special Rule can cause additional Hits.

At the end of Step 9 of the Shooting Attack process for any Fire Group or Strike Group that includes Weapons with the Deflagrate (X) Special Rule, create a new Fire Group or Strike Group that must then be selected in Step 10 and resolved. This new Fire Group or Strike Group includes a number of Hits equal to the number of Unsaved Wounds caused by the Fire Group or Strike Group that triggered its creation. These Hits all have a Strength equal to the value of X attached to the variant of the Deflagrate (X) Special Rule possessed by Weapons in the preceding Fire Group or Strike Group, an AP of '-', a Damage of 1 and no Special Rules.

DETONATION

Designed to be carefully attached to a target and blast precise holes in the thickest armour, these cumbersome devices are ill-suited to open war. However, when a vulnerable target can be isolated in battle, there are no better tools for piercing its protection.

Weapons with this Special Rule can only attack Vehicles and immobile Models.

A Weapon or attack with this Special Rule may only be selected during Step 2 of any Combat in the Fight Sub-Phase if the Unit making attacks is only Locked in Combat with enemy Units composed of Models with the Vehicle Type and Models with a Movement Characteristic of '0' or '-'. If a Unit is Locked in Combat with any enemy Units that include any Models that do not have the Vehicle Type or a Movement Characteristic of '0' or '-' then no Model may use a Weapon or other attack that has this Special Rule.

A Weapon or other attack with this Special Rule may also be used to make attacks targeting a Model with the Building Type or a Terrain Piece that has a Toughness or Armour Characteristic.

DUELLIST'S EDGE (X)

Some weapons are designed for use in personal challenges rather than the vulgar press of battle. Often light and perfectly balanced, they provide a key edge in duels and bouts of honour.

A Weapon with the Duellist's Edge (X) Special Rule grants a bonus to Focus Rolls in Challenges.

In Step 3 of the Challenge Sub-Phase, the Focus Step, if a Player has declared that the Model under their control will use a Weapon with the Duellist's Edge (X) Special Rule or has the Duellist's Edge (X) Special Rule, then that Player gains a bonus equal to the value of X on the Focus Roll.

ETERNAL WARRIOR (X)

Some warriors are either so preternaturally tough, so bitterly intransigent or so favoured by fortune that they can survive almost any attack. Devastating close combat strikes and huge explosions all fail to bring down this warrior in a single hit and only repeated attacks can end their rampage.

A Model with this Special Rule takes less Damage from attacks.

When a Model with the Eternal Warrior (X) Special Rule is allocated an Unsaved Wound, the Damage of the Unsaved Wound is reduced by the value of X attached to the specific variant of the Eternal Warrior (X) Special Rule. The effects of this Special Rule cannot reduce the Damage of an Unsaved Wound to less than 1, regardless of the value of X.

EXPENDABLE (X)

Whether forsaken as oathbreakers or simply deemed beneath their superiors' notice, there are some warriors for whom death offers neither glory nor honour.

A Player scores less Victory Points when they destroy a Unit that includes only Models with this Special Rule.

The number of Victory Points scored by the opponent when a Unit that includes only Models with this Special Rule is entirely Removed as Casualties, for example, as part of the Vanguard (X) Special Rule, First Strike (X) or Slay the Warlord (X) Mission Special Rules, is reduced by the value of X, to a minimum of 1. If a Unit includes Models with different variants of this Special Rule, then the lowest value of X that was present on any Model in the Unit at the start of the Player Turn in which the last Model in the Unit is Removed as a Casualty is used to determine the effect of this Special Rule on that Unit.

Note that, if, at the start of any Player Turn a Unit includes any Models that do not have this Special Rule, then this Special Rule has no effect on that Unit for the duration of that Player Turn regardless of how many other Models in the Unit may have any variant of this Special Rule.

EXPLODES (X)

Volatile fuel, overpowered reactors or dangerous munitions can cause some war engines to explode when destroyed. Such explosions can prove devastating to friend and foe alike.

A Model with this Special Rule can explode and cause Hits to nearby Models and Units.

Before a Model with the Explodes (X) Special Rule is Removed as a Casualty, the Controlling Player must roll a Dice. If the result of that roll equals or exceeds the value of X attached to this variant of the Explodes (X) Special Rule, the Model explodes. Every Unit with one or more Models within 6" of an exploding Model suffers a number of Hits equal to the Base Wounds Characteristic or Base Hull Points Characteristic of the exploding Model. Each such Hit has a Strength Characteristic of 8, an AP Characteristic of '-' and a Damage Characteristic of 1. Once all Hits caused by this Special Rule have been resolved, the Model with the Explodes (X) Special Rule is Removed as a Casualty as normal.

FAST (X)

Fleet of foot, genetically enhanced or technologically boosted, some warriors are simply faster than their peers. Such warriors can swiftly reach the most advantageous positions on the battlefield and carry the fight to the foe before they can react.

A Unit that only includes Models with the Fast (X) Special Rule gains a bonus to Rush and Charge Moves.

When the Player controlling a Unit that is composed entirely of Models with the Fast (X) Special Rule elects to have that Unit Rush, add the value of X attached to the specific variant of Fast (X) to the distance the Unit can move. Likewise, when a Unit composed entirely of Models with the Fast (X) Special Rule is required to make a Charge Move, add the value of X attached to the specific variant of the Fast (X) Special Rule as a positive modifier to the Charge Roll. In any situation where a Unit includes Models with two or more variants of the Fast (X) Special Rule, the lowest possible modifier is used.

FEAR (X)

Some warriors exude such a terrifying aura that even those hardened by war and death are apprehensive in their presence. Whether this is due to a reputation for cruelty or brutal slaughter or the result of some technological device or psychic glamour makes little difference in the effect it has on the battlefield. Wise commanders will seek to keep their distance and engage such fearsome enemies at range rather than risk their wrath.

Models near an enemy Model with the Fear (X) Special Rule must reduce their Advanced Characteristics.

When any Model from a Unit is within 12" of an enemy Model with the Fear (X) Special Rule, all Models in that Unit must reduce their Leadership, Willpower, Cool and Intelligence Characteristics by the value of X. This negative modifier is removed as soon as no Models in a given Unit are within 12" of any Model with the Fear (X) Special Rule. If a Unit would be affected by multiple instances of the Fear (X) Special Rule, the value of X is not stacked and instead the single highest value is used as a negative modifier.

FEEL NO PAIN (X)

Some warriors are so inured to pain and suffering that nothing but the most grievous of hurts will slow their onslaught. The only way to stop such a berserk is to hit them again and again until at last they fall, the toll of their hurts far more than any mortal warrior should be capable of bearing.

Feel No Pain (X) is a Damage Mitigation Test that may be taken in addition to a Saving Throw.

A Model with the Feel No Pain (X) Special Rule gains a Feel No Pain Damage Mitigation Test that may be used in Step 9 of the Shooting Attack process or Step 8 of the Initiative Step of the Fight Sub-Phase process to discard wounds allocated to the Model. A Damage Mitigation Test may be made after and in addition to a Saving Throw. The Target Number for a Feel No Pain Damage Mitigation Test is the value of X attached to the specific variant of the Special Rule.

FIRING PROTOCOLS (X)

By skill, technological aid or sheer brute strength, this warrior is capable of making use of more than one weapon when engaging the foe at range. Though far from efficient, such an assault is capable of overwhelming the foe with sheer firepower.

A Model with the Firing Protocols (X) Special Rule may attack with more than one ranged Weapon.

A Model with the Firing Protocols (X) Special Rule that makes attacks as part of a Shooting Attack, may make attacks with a number of Weapons equal to the value of X attached to the specific variant of the Firing Protocols (X) Special Rule. The Model must have more than one Ranged Weapon to make use of this Special Rule and may not use the same Weapon more than once in the same Shooting Attack.

FORCE (X)

By force of will a trained battle-psyker can channel the eldritch power of the Warp into their weapons and magnify their power greatly. Such power can come at a great cost, and if the psyker's control wavers, they may be devoured by the very power they sought to chain.

A Weapon with this Special Rule may double a Characteristic with a Willpower Check, but may suffer Perils of the Warp.

When selected to be used as part of a Combat or Shooting Attack, a Willpower Check may be made for the Model that will use this Weapon to make attacks. If it is successful then the Characteristic listed as X is doubled (if that Characteristic is AP, then the AP is instead changed to AP 2). If a double is rolled when making this Willpower Check then the Model using the Weapon to make attacks suffers Perils of the Warp.

HATRED (X)

Hatred can be a force as potent as any munition, driving troops to fight harder and more ferociously. The Horus Heresy would stoke old hatreds and spawn many new ones, granting canny commanders ample opportunity to set troops against their chosen foes.

The Hatred (X) Special Rule grants bonuses against enemies of a specific Faction, Type or Trait.

When Locked in Combat, or Engaged in a Challenge, with any enemy Models that have the Type or Trait that is the value of X, then all Models with this variant of the Hatred (X) Special Rule gain a bonus of +1 to all Wound Tests made in that Combat.

HEAVY (X)

Some weapons are so heavy that, while they can be fired on the move, are more powerful when properly braced and made ready before shooting. Warriors on the battlefield must use their judgement to decide when speed is required and when the full firepower of their arsenal must be unleashed.

Weapons with the Heavy (X) Special Rule gain +1 to a Characteristic when Stationary.

When making a Shooting Attack with a Weapon that has the Heavy (X) Special Rule, a modifier of +1 is added to a Characteristic if the Model with that Weapon is part of a Unit that remained Stationary in the Controlling Player's previous Movement Phase. If the Characteristic listed is AP, then instead it improves the AP by one Step (see the Rules for modifying Saves and AP on page 168). The value of X in the specific variant of the Heavy (X) Special Rule determines which Characteristic gains the +1 modifier.

HEEDLESS

Among the tumult of battle, some warriors take no stock in tactical considerations and focus solely upon the murderous arts demanded of them.

A Unit that includes any Models with this Special Rule cannot claim Objectives.

A Unit that includes any Models with this Special Rule cannot Control or Contest any Objective Marker – this overrides any other Rule or Special Rule that may apply to the Unit regardless of the source of the Rule or effect.

IMPACT (X)

Some warriors are trained or equipped to make the most of the force of a charge. When they slam into enemy ranks, it is with the force of a thunderbolt.

On a successful Charge, a Model with the Impact (X) Special Rule temporarily increases a Characteristic by 1.

If a Unit that includes any Models with the Impact (X) Special Rule or any Models that have any Weapons with the Impact (X) Special Rule, and that Unit makes a successful Charge, then this Special Rule is triggered. Once triggered, until the end of that Assault Phase, when making Melee Attacks for Models in that Unit, each Model or Weapon that is selected for one of those Models, that has a variant of this Special Rule gains a modifier of +1 to any Characteristics that is the value of X.

INFILTRATE (X)

Some warriors are skilled at infiltrating enemy lines. When battle commences the foe will find such warriors almost upon them, ready to fight even before the first shot is fired.

Models with the Infiltrate (X) Special Rule can deploy outside of their Deployment Zone.

At the start of a Mission, when deploying Units, the Controlling Player of a Unit that is composed entirely of Models with the Infiltrate (X) Special Rule may choose to deploy that Unit outside of that Player's Deployment Zone. That Unit may be deployed anywhere that is either in the Controlling Player's Deployment Zone or outside of the Opposing Player's Deployment Zone and is at least a number of inches equal to the highest value of X attached to any variant of the Infiltrate (X) Special Rule in that Unit away from any enemy Model.

Units deployed using the Infiltrate (X) Special Rule are deployed at the same time as other Units under a Player's control, unless the specific Rules of a given Mission state otherwise. The Infiltrate (X) Special Rule only has an effect when deploying Units before the start of the First Turn of a Battle, and Units deploying onto the Battlefield after the First Turn has begun gain no benefit from this Special Rule. A Unit that is deployed outside of the Controlling Player's Deployment Zone by means of this Special Rule may not have a Charge declared for it in the First Battle Turn.

LIGHT TRANSPORT

Some transports are made to carry a lighter cargo, and the bulkiest of troops cannot make use of them in combat.

Models with this Special Rule cannot carry Models with the Bulky (X) Special Rule.

Models that have any variant of the Bulky (X) Special Rule may not Embark on a Model that has this Special Rule.



LIMITED (X)

Some weapons carry only a severely limited stock of munitions. Often intended as weapons of last resort, used at the correct point they can turn the tide of battle.

A Weapon with the Limited (X) Special Rule can only be used to attack a limited number of times per Battle.

A Weapon with the Limited (X) Special Rule may only be used to make attacks as part of a Shooting Attack or Combat a number of times equal to the value of X attached to the specific variant of the Special Rule. Each time it is used to make attacks, the Firepower Characteristic or Attacks Modifier Characteristic of the Weapon is not modified by this Special Rule, only the number of times it may be selected in a given Battle.

LINE (X)

Some units are drilled to hold the ground captured by the vanguard. Vigilant and steadfast, they are vital assets in any battle, standing sentinel over the vital objectives captured in any assault and holding back the foe's counter-assault.

A Unit of Models with this Special Rule can control Objectives more easily and scores more Victory Points from controlling an Objective.

If a Unit that Controls an Objective includes a majority of Models with the Line (X) Special Rule then, whenever the Controlling Player scores Victory Points for Controlling that Objective, an additional number of Victory Points equal to the value of X are scored. For example, a Unit of 10 Models, of which the majority have the Line (3) Special Rule, hold an Objective worth 1 Victory Point, when the Controlling Player scores Victory Points for that Objective, they would score a total of 4 Victory Points.

Furthermore, the value of X is added to the Tactical Strength of a Model that has that Special Rule to determine its ability to Control Objectives (see Core Missions on page 308).

MOVE THROUGH COVER

Pathfinders and scouts are vital parts of any army, able to lead troops through even the worst terrain at speed. Cunning generals will seek to use such troops to outflank and outmanoeuvre the foe.

The Move Through Cover Special Rule allows the penalties of terrain to be ignored.

A Unit that includes at least one Model with the Move Through Cover Special Rule ignores the effects of Difficult Terrain and Dangerous Terrain. If called upon to take a Dangerous Terrain Test then such a Unit is assumed to automatically pass without any Dice being rolled.

OFFICER OF THE LINE (X)

Some officers are not renowned for their skills in combat or for the great glories they have won, but rather for their steadfast leadership and skill in logistics. Often unassuming and under-appreciated, it is these warriors that hold the armies of the Imperium together and only the most foolish general will overlook them in favour of more vainglorious officers.

Models with this Special Rule allow more Auxiliary Detachments to be included in an Army.

If a Model with this Special Rule is selected to fill a Command Slot in any Detachment in the Crusade Force Organisation Chart, then the Controlling Player may select a number of Auxiliary Detachments equal to the value of X in the specific variant of this Special Rule instead of just one.

ORDNANCE (X)

Huge artillery cannon and vast laser weapons are commonly employed as the primary armament of the greatest war machines of the Imperium. These weapons are devastating when properly braced and prepared for firing – more than capable of destroying smaller war engines in a single blast.

Weapons with the Ordnance (X) Special Rule double the value of a Characteristic when Stationary.

When making a Shooting Attack with a Weapon that has the Ordnance (X) Special Rule, a modifier of x2 is applied to a Characteristic if the Model with that Weapon is part of a Unit that remained stationary in the Controlling Player's previous Movement Phase (if that Characteristic is AP, then the AP is instead changed to AP 2). The value of X in the specific variant of the Ordnance (X) Special Rule determines which Characteristic gains the x2 modifier.

OUTFLANK

Whether by stealth or sheer speed, some warriors approach the battlefield from unexpected directions. Such an attack can derail even the most well-laid plans and upend the strategies of any general, turning the tide of battle.

A Unit of Models with the Outflank Special Rule can enter play from outside of Deployment Zones.

A Unit made up entirely of Models with this Special Rule that enters play from Reserves may do so from any point on the Battlefield Edge. The Unit may not enter play from any point that is within the Opposing Player's Deployment Zone or within 7" of any enemy Model.

Note that a Unit Embarked on a Model with the Outflank Special Rule does not need to have the Outflank Special Rule in order for the Model it is Embarked upon to benefit from it. A Model that enters the Battlefield from a point outside of the Controlling Player's Deployment Zone by means of this Special Rule, and any Units Embarked on such a Model, may not have a Charge declared for them in the Player Turn on which they enter play.

PANIC (X)

Some weapons are so terrifyingly potent that their use instils abject fear in even the most strong-willed warriors. In the face of such wanton power the target can only flee or prepare for death, for few would live to tell of the true horrors of the Age of Darkness once they were unleashed on the battlefield.

Weapons and other attacks that have the Panic (X) Special Rule have a chance of inflicting the Routed Status on the Target Unit.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit, regardless of whether any Damage is inflicted, that Target Unit must make a Leadership Check in the Morale Sub-Phase of the same Player Turn. If this Check is failed then all Models in the Unit gain the Routed Status, if the Check is passed then there is no further effect. The value of X attached to this Special Rule is applied as a negative modifier to the Leadership Characteristic of Models in the Target Unit when making Checks caused by an attack with this Special Rule. If the attack includes multiple Weapons with different versions of this Special Rule the modifiers do not stack – use only the greatest modifier.

PHAGE (X)

Vile toxins, exotic radiation and all-consuming chemical agents all sap the abilities of warriors in the field even as they kill them. Most terrible are the effects of phosphex, choking the life and strength from those it touches, or the flesh-corroding properties of the dreaded life-eater virus.

Unsaved Wounds with the Phage (X) Special Rule reduce a Characteristic by 1.

If an attack made for a Weapon or Model with this Special Rule inflicts one or more Unsaved Wounds on a Target Unit, then once the Shooting Attack or Initiative Step in which the Unsaved Wound was inflicted has been completely resolved, all remaining Models in the Unit that was the target of the attack must reduce the Characteristic that is the value of X for that variant of the Phage (X) Special Rule by 1 for the remainder of the Battle. Models in a Unit may have any number of different Characteristics reduced by 1 by the Phage (X) Special Rule, but no individual Characteristic may be reduced by more than 1 by the Phage (X) Special Rule no matter how many Unsaved Wounds with any variant of that Special Rule are allocated to Models in that Unit.

PINNING (X)

The crack of the sniper's rifle or the burst of heavy artillery, both signal a sudden and indiscriminate death and send infantry scurrying for cover. Such weapons are meant as much to pin the foe in place as to kill them, breaking up advancing ranks of troops and shattering defensive formations.

Weapons and other attacks that have the Pinning (X) Special Rule have a chance of inflicting the Pinned Status on the Target Unit.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit, regardless of whether any Damage is inflicted, that Target Unit must make a Cool Check in the Morale Sub-Phase of the same Player Turn. If this Check is failed then all Models in the Unit gain the Pinned Status, if the Check is passed then there is no further effect. The value of X attached to this Special Rule is applied as a negative modifier to the Cool Characteristic of Models in the Target Unit when making Checks caused by an attack with this Special Rule, if the attack includes multiple Weapons with different versions of this Special Rule the modifiers do not stack – use only the greatest modifier.

PISTOL

Compact and deadly, pistols are ideal weapons in close quarters. They lack the sheer range of larger weapons, but can be brought to bear with impressive speed and are no less deadly than their larger counterparts.

A Model may attack with two Weapons that have the Pistol Special Rule.

During Step 3 of any Shooting Attack, a Player may choose to have a Model under their control make attacks with two Weapons rather than one if both Weapons have the Pistol Special Rule.

POISONED (X)

Poison is a subtle weapon, relying not on brute strength to bring harm to the foe, but on its own insidious bite. Though some consider it a dishonourable tool, there are many that are willing to make use of it in the name of victory.

A Weapon with the Poisoned (X) Special Rule has a chance to cause a wound regardless of the target's Toughness.

When making Wound Tests for Hits that have the Poisoned (X) Special Rule, if the result of any Dice rolled is equal to or greater than the value of X attached to the specific variant of this Special Rule then a wound is caused automatically, regardless of the Toughness Characteristic used to determine the Target Number. A Hit that has this Special Rule may still inflict a wound by passing a Wound Test as normal, instead of using this Special Rule, but never inflicts more than 1 wound if it would both pass the Wound Test and trigger the Poisoned (X) Special Rule. Wounds caused using the Poison (X) Special Rule retain the AP and Damage of the Weapon and Saving Throws and Damage Mitigation Tests may be made to discard them as normal. The Poisoned (X) Special Rule has no effect on Models that have the Vehicle Type, and limited effect on Models with the Automata or Walker Types (see the Rules of Walkers and Automata on pages 174 and 175).

PRECISION (X)

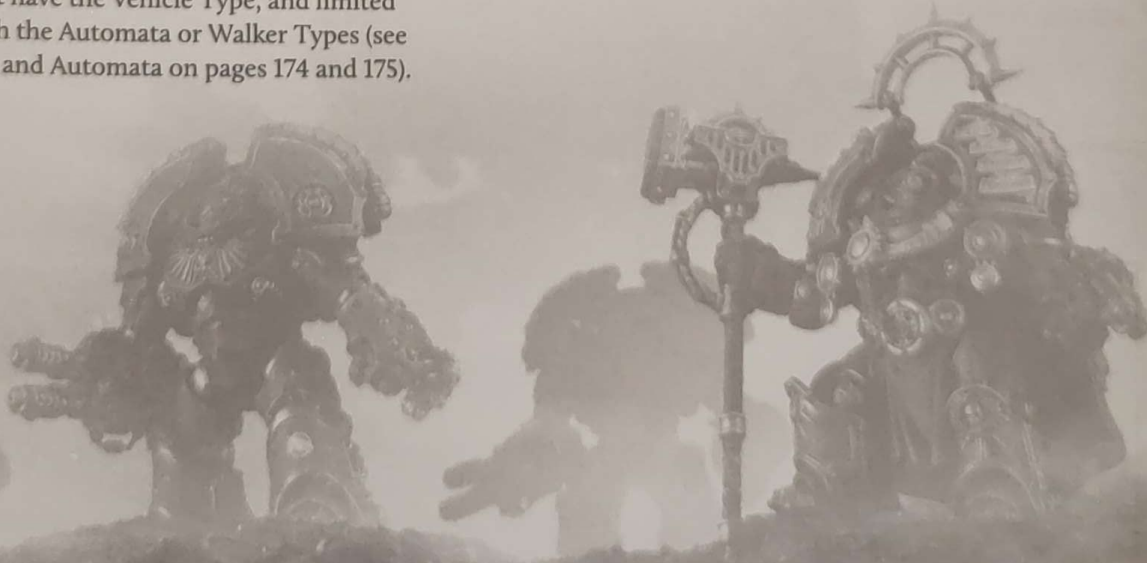
On the battlefields of the Horus Heresy, precision proves far more valuable than wanton carnage, allowing attacks to be placed on the most valuable targets and not the chaff of the enemy army. Whether through well-honed skill or artfully crafted weapons, warriors capable of such feats are highly sought after in any host.

Attacks made with the Precision (X) Special Rule are allocated by the Attacking Player, not the Defender.

When any Hit Test is made for an attack with the Precision (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Precision (X) Special Rule, then if a Hit is inflicted by that roll, that Hit becomes a 'Precision Hit'.

These Precision Hits must form a separate Fire Group or Strike Group. Wound Tests are made as normal for Precision Hits and cause Precision wounds. In Step 8 of the Shooting Attack process or Step 7 of the Initiative Step sequence, when selecting a Target Model for a Fire Group or Strike Group that is made up of Precision wounds, the Target Model is not selected using the normal Rules. Instead the attacking Player chooses which Model in the Target Unit will be the Target Model, and may select any Model that is a part of that Unit.

Note that Models Engaged in a Challenge cannot use this Special Rule to allocate Hits to any Model other than the enemy Model that is Engaged in the same Challenge and that any attacks which are made as Snap Shots, or for Weapons or attacks that have either the Blast (X), Barrage (X), Template or Reaping Blow (X) Special Rules, may never trigger the Precision (X) Special Rule no matter what the result of the Hit Test is.



REAPING BLOW (X)

Whether by skill or the merits of a weapon's design, some warriors are capable of sweeping strikes that scythe through the ranks of the foe.

If a Model with this Special Rule is outnumbered, it gains extra attacks.

If a Model is outnumbered in Combat and either has this Special Rule or is made to attack with a Weapon that has this Special Rule, then that Model gains a bonus to its Attacks Characteristic equal to the value of X attached to the variant of this Special Rule it has access to. To be considered outnumbered, the total number of Friendly Models Locked in the same Combat must be less than the total number of Enemy Models Locked in the same Combat – Models with the Bulky (X) Special Rule count as a number of Models equal to the value of X in the variant of the Bulky (X) Special Rule that Model has. This Special Rule has no effect during the Challenge Sub-Phase, and no Model that is Engaged in a Challenge may gain additional Attacks due to this Special Rule.

RENDING (X)

Some weapons cleave flesh with ease, inflicting terrible wounds that no mortal toughness can resist. Though of less use against armour and steel, such munitions are capable of tearing bloody holes in the ranks of advancing infantry and stalling any attack in its tracks.

With a Weapon that has the Rending (X) Special Rule, there is a chance that a Hit Test may result in an automatic wound.

When any Hit Test is made for an attack with the Rending (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Rending (X) Special Rule, then if a Hit is inflicted by that Hit Test, that Hit becomes a 'Rending Hit'.

When required to make a Wound Test for a Rending Hit, no Dice are rolled and the Wound Test succeeds automatically regardless of the Weapon's Strength or the Target's Toughness. The Wound Test is treated as if the result had been '6' for the purposes of any Rules that would be triggered on certain results of a Wound Test. Wounds caused by a Rending Hit use the AP and Damage Characteristics of the Weapon used to make the attack and retain any Special Rules that Weapon had.

If the Target Unit for an attack made with a Weapon that has this Special Rule includes any Models with the Vehicle Type, then this Special Rule has no effect.

SHOCK (X)

Blasts of exotic radiation, malignant scrap-code or other targeted attacks can render the systems of complex war engines vulnerable without penetrating their armour. While such weapons are less likely to leave their target as a broken ruin, the deleterious effects of their attacks can render even the most powerful war machines impotent.

Weapons with the Shock (X) Special Rule have a chance of inflicting Statuses on Vehicles even if it does not penetrate their armour.

When making a Hit Test for a Weapon with this Special Rule against a Target Unit that includes any Models with the Vehicle Type or Walker Type, the result of the Hit Test before any modifiers are applied must be checked. If any Hit Test for a Weapon with the Shock (X) Special Rule results in a '5' or '6' before any modifiers are applied, then all Models with the Vehicle Type or Walker Type in the Target Unit gain a Status at the end of Step 11 of the Shooting Attack process or Step 10 of the Initiative Step process. The Status gained is indicated by the value of X attached to that variant of the Shock (X) Special Rule. If the Model already has the stated Status or the attack would apply the Status multiple times there is no additional effect and this Special Rule never causes a Model to lose Wounds or Hull Points. Hits inflicted by a Weapon with this Special Rule must still have Wound Tests or Armour Penetration Tests made for them, and are not discarded if they trigger this Special Rule.

SHRED (X)

Designed to rip and tear flesh, some weapons are fearsome and intimidating tools of warfare. Whether by the gnashing teeth of a chainblade or the jagged edges of flechette ammunition, these weapons scythe great holes in the lines of even the toughest of infantry and the largest of warriors.

Attacks made with the Shred (X) Special Rule can sometimes inflict an extra point of Damage.

When any Wound Test is made for an attack with the Shred (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Shred (X) Special Rule, then if a wound is inflicted by that Wound Test, the Damage Characteristic of that wound is increased by 1. Note that the Shred (X) Special Rule may only be triggered by a Wound Test and has no effect when making an Armour Penetration Test.

SHROUDED (X)

Billowing clouds of smoke or fields of electromagnetic interference can hide warriors from the foe's sight. That which cannot be struck, cannot be harmed and needs not the protection of heavy and encumbering armour.

Shrouded (X) is a Damage Mitigation Test that may be taken in addition to a Saving Throw.

A Model with the Shrouded (X) Special Rule gains a Shrouded Damage Mitigation Test that may be used in Step 9 of the Shooting Attack process to discard Wounds allocated to the Model. A Damage Mitigation Test may be made after and in addition to a Saving Throw. The Target Number for a Shrouded Damage Mitigation Test is the value of X attached to the specific variant of the Special Rule. A Shrouded Damage Mitigation Test may not be made against wounds inflicted by a Melee Weapon.

SKYFIRE

Most combat aircraft fly at such speeds that regular weaponry is hard pressed to track or hit them. Only cannon and beams specifically designed to strike such swift targets have any hope of landing hits upon them by any means other than sheer luck.

Attacks made with the Skyfire Special Rule ignore penalties when attacking Flyers.

A Hit Test made for a Weapon with the Skyfire Special Rule ignores any rule that would require attacks made targeting an enemy Unit that contains any Models with the Flyer Sub-Type to be made as Snap Shots. Instead such an attack makes a normal Hit Test using the Ballistic Skill of the attacking Model – this includes attacks made as part of any Reaction. A Unit that includes any Models with any Tactical Status may not benefit from the effects of this Special Rule.

STUN (X)

Some weapons are designed not only to kill and maim, but also to shock and disorient the foe. Such weapons may rely on blinding flares, bursts of enervating energy or even subtle poisons to slow and disable the enemy, but their effects are the same. Debilitated and vulnerable, warriors struck by such weapons become easy prey.

Weapons and other attacks that have the Stun (X) Special Rule have a chance of inflicting the Stunned Status on the Target Unit.

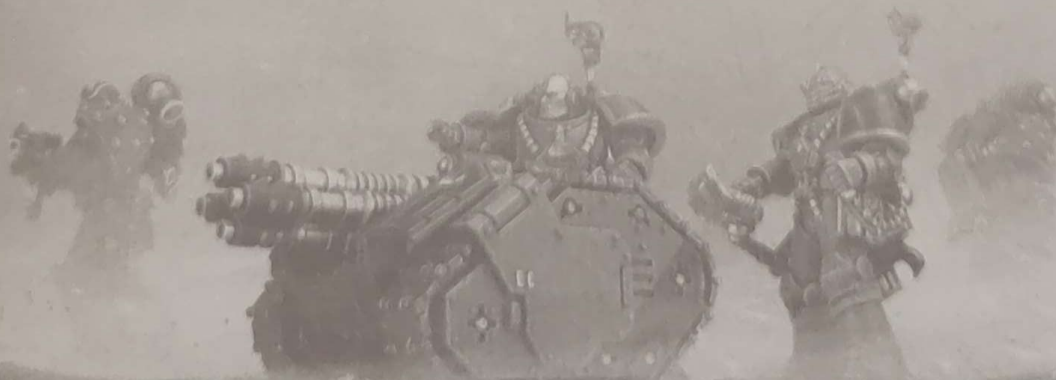
If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more Hits on a Target Unit, that Target Unit must make a Cool Check in the Morale Sub-Phase of the same Player Turn. If this Check is failed then all Models in the Unit gain the Stunned Status and if the Check is passed then there is no further effect. The value of X attached to this Rule is applied as a negative modifier to the Cool Characteristic of Models in the Target Unit when making Checks caused by an Attack with this Special Rule, if the attack includes multiple Weapons with different versions of this Special Rule the modifiers do not stack – use only the greatest modifier.

SUPPORT UNIT (X)

Following behind frontline forces and providing fire support to overcome especially dug-in foes, some units are not equipped for holding positions or seizing ground, and instead focus their attention on aiding their allies.

A Unit that contains Models with this Special Rule scores fewer Victory Points for Controlling Objective Markers.

A Unit that includes any Models with the Support Unit (X) Special Rule may only ever score a maximum number of Victory Points equal to the value of X for Controlling an Objective, regardless of the Value of that Objective, or any other Special Rules Models in that Unit might have (such as the Line (X) Special Rule).



SUPPRESSIVE (X)

A hail of enemy gunfire serves to keep any warrior's head down, and some weapons are designed specifically to suppress the foe. Only the most steadfast of troops will continue the advance when all they can hear is the whistle and crack of gunshots and the screams of the fallen.

Weapons and other attacks that have the Suppressive (X) Special Rule have a chance of inflicting the Suppressed Status on the Target Unit.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more Hits on a Target Unit, that Target Unit must make a Cool Check in the Morale Sub-Phase of the same Player Turn. If this Check is failed all Models in the Unit gain the Suppressed Status, and if the Check is passed then there is no further effect. The value of X attached to this Rule is applied as a negative modifier to the Cool Characteristic of Models in the Target Unit when making Checks caused by an Attack with this Special Rule, if the attack includes multiple Weapons with different versions of this Special Rule the modifiers do not stack – use only the greatest modifier.

TEMPLATE

Template weapons shoot clouds of fire, gas or other lethal substances, rather than shells or bullets.

Weapons and attacks with the Template Special Rule use the Flame Template to determine how many Models they Hit.

When making attacks for a Weapon or other effect that has the Template Special Rule, or otherwise uses a Template, no Hit Tests are made for the attack. Instead, when directed to make Hit Tests for such an attack, a single Template is placed to determine how many Hits are generated. A Template must be placed so that its narrow end is touching the Base of the Model, the edge of a Model's Hull (if it has the Vehicle Type) or other point being used to make the attack, and so that no part of the Template covers or touches a friendly Model's Base, Hull or otherwise would inflict Hits on a friendly Model. Within these restrictions, the Player making the attack may place the Template in an orientation of their choosing as long as at least one Model from the original Target Unit remains under the Template. If the Template cannot be placed under these restrictions, such as if it cannot be placed without covering or touching friendly Models, then no attack may be made.

Once the Template has been placed, a number of Hits using the profile of the Weapon or effect are inflicted on the Target Unit equal to the number of Models touched or covered by the Template. If the Weapon or attack has a Firepower Characteristic greater than 1 then only a single Template is placed, but the number of Hits inflicted per Model touched or covered by the Template is equal to the Firepower Characteristic of the attack or Weapon. If more than one enemy Unit has Models that are touched or covered by the Template in its final position, then Hits are inflicted on all such Units as noted above, Hits on Units other than the original target form a new Fire Group that must be placed to one side and used to resolve a separate Shooting Attack on the additional Target Unit once all attacks and Fire Groups from the original Shooting Attack have been fully resolved. When resolving Armour Penetration Tests for Hits inflicted by a Weapon with this Special Rule, the position of the Model that was used to make the attack is used to determine which Armour Facing is used (see page 220).

Note that the Rules require a Template to be placed in Base Contact with the Model being used to make the attack, but this Model is not counted as having been Hit by the attack and does not stop the attack from being made. However, this only applies to the individual Model being used to make the attack, not to other Models in the same Unit.

Weapons with this Special Rule will have their Range Characteristic as 'Template'. This does not count as a value of '0' or '-'. If a Rule requires a number for the Range Characteristic (other than for making attacks, which must be conducted using the Rules noted above) then all Weapons and attacks with this Special Rule are considered to have a Range Characteristic of '8'.

OTHER TEMPLATES

In some rare cases a Weapon may use a different Template than the standard Flame Template, in these cases the Template Rule may be expressed with a bracketed section stating which Template must be used when attacking with that Weapon. Otherwise, the Rules for its use are unchanged from those noted under the Template Special Rule.

An example of this is the use of the Hellstorm Template for certain very large Weapons. In this case the Rule would be expressed as 'Template (Hellstorm)' and the attack would be resolved using the Template Special Rule, but placing the larger Hellstorm Template.

VANGUARD (X)

Warriors trained to break the foe's lines are often at the forefront of their host, but are ill-suited to holding ground in the face of an enemy counter-attack.

A Unit that includes Models with this Special Rule scores fewer Victory Points for controlling Objectives, but can score Victory Points for destroying enemy Units that hold Objectives.

A Unit that includes a majority of Models with the Vanguard (X) Special Rule may only ever score 1 Victory Point for Controlling an Objective, regardless of that Objective's value (see Core Missions on page 308). However, the Player that controls a Unit that includes a majority of Models with the Vanguard (X) Special Rule gains Victory Points equal to the value of X in the Vanguard (X) Special Rule, in addition to any Victory Points scored for controlling an Objective, whenever either of the following two statuses are fulfilled:

- If an attack made for a Unit that includes a majority of Models with the Vanguard (X) Special Rule causes the last Model in an enemy Unit that is Controlling or Contesting an Objective to be Removed as a Casualty.
- If a Unit that includes a majority of Models with the Vanguard (X) Special Rule has at least one attack made for it in a Combat that results in one or more enemy Units that had at least one Model within 3" of an Objective at the start of that Assault Phase Falling Back from the Combat.

Note that the Vanguard (X) Special Rule may only be used to score Victory Points once per Objective per Player Turn – no matter how many enemy Units were Controlling or Locked in Combat near that Objective.

PSYCHIC DISCIPLINES

Psychic Disciplines are a collection of abilities that include both Psychic Weapons and Psychic Powers or Reactions. These can only be used by Models with the Psyker Trait – Models that do not have the Psyker Trait cannot have attacks made for them with Weapons that have the Psychic Trait and cannot be used to Manifest a Psychic Power. However, Models that have the Psyker Trait do not automatically gain any Psychic Weapons or Psychic Powers. In all cases, if a Model has or can gain access to Psychic Weapons or Psychic Powers, it will be noted on their Army List Profile.

The following are the Core Disciplines, with each of these Disciplines presenting a set of psychic abilities and other Special Rules. These may be made available to Models of any Faction as part of their Army List Profile. Future publications may present additional Psychic Weapons and Psychic Powers.

CORE DISCIPLINES

The following Psychic Disciplines may be found as options in Army Lists of any Faction. A Discipline may include a number of Psychic Weapons, Psychic Reactions and/or Psychic Powers. A Model that has a specific Discipline gains all of the Psychic Powers and Psychic Weapons listed for that Discipline and gains the Trait for that Discipline. Future publications may introduce additional Disciplines – these will only be available to specific Models as noted in the Rules for additional Disciplines.

BIOMANCY

Biomancers are the masters of flesh-craft, the ability to empower and enhance living creatures. They can harden flesh till it can resist bolt and blade like armour, or swell muscle till even the lowliest recruit can tear apart the foe with ease. Those that train in these arts are often bellicose and intransigent warriors, unwilling to turn aside from the simplest and most straightforward solutions. When a biomancer sets forth to war, those in their path tremble.

A Model with the Biomancy Discipline gains the following benefits:

- The Impact (Strength) Special Rule.
- The Biomantic Rage Psychic Power.
- The Biomantic Slam Psychic Weapon.
- The 'Biomancer' Trait.

BIOMANTIC SLAM

(Psychic Weapon)

Channelling the power of the Warp itself, a trained biomancer can rend steel and smash ceramite with their bare hands. Such is their fury that neither warriors of flesh, nor engines of iron can stand before them.

IM	AM	SM	AP	D	Special Rules	Traits
-3	1	12	2	2	Armourbane, Force (Damage)	Melee, Psychic

BIOMANTIC RAGE

(Psychic Power, Blessing)

Those blessed by the powers of biomancy are temporarily remade, their physiques swollen and warped for strength and resilience far beyond the merely human. It is not only their strength that swells, but also their rage. Under the effects of a biomancer's influence even the most veteran warriors are lost to fury and bloodshed.

This Power is used in the Charge Sub-Phase to add a bonus to a Unit's Strength and Toughness.

Trigger: The Active Player may choose to Manifest the Biomantic Rage Psychic Power in the Charge Sub-Phase, at Step 4 of the Charge process before any Unit makes a Volley Attack.

Focus: The Focus of the Power must be a Model with the Biomancer Trait under the Active Player's control, and must be either part of the Unit making a Charge or within 18" and with Line of Sight to one or more Models in that Unit.

Target: The Target Unit must be the Unit currently selected and in the process of making a Charge.

Duration: If successfully Manifested, the effects of this Psychic Power last until the end of the current Assault Phase.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, then no Volley Attack may be made for the Target Unit, but all Models in the Target Unit gain a bonus of +2 to their Strength and Toughness Characteristics.
3. If the Manifestation Check fails then there is no further effect.

PYROMANCY

Pyromancy is the essence of destruction and death. It is havoc given form, gleeful and wanton in its profligacy. On the battlefield a pyromancer is a walking engine of chaos, sowing doom with every step and reaping a toll of lives with each gesture. They serve no purpose other than to kill the enemy. Those that train as pyromancers are ever eager for the fight, but see no other path than the complete and utter destruction of the foe. To a pyromancer there is no such thing as collateral damage, and only when there is naught before them but ash does their ardour cool.

A Model with the Pyromancy Discipline gains the following benefits:

- The Explodes (4+) Special Rule.
- The Wildfire Psychic Weapon.
- The Conflagration Psychic Weapon.
- The 'Pyromancer' Trait.

WILDFIRE

(Psychic Weapon)

With a snap of their fingers or sweep of their arms, a pyromancer can cause the very air to ignite in a storm of flame hot enough to burn flesh and sear metal.

R	FP	RS	AP	D	Special Rules	Traits
18	1	4	4	1	Panic (1), Blast (5"), Force (Strength)	Ranged, Psychic

CONFLAGRATION

(Psychic Weapon)

In the heart of a melee, a pyromancer cares not for the subtle interplay of blades, and instead simply sows flame and cinder with wild abandon.

IM	AM	SM	AP	D	Special Rules	Traits
-1	6+D3	5	4	1	Deflagrate (5)	Melee, Psychic

TELEKINESIS

Telekinesis is the art of defence, of invisible force that binds and protects. On the battlefield a Telekine is unmovable and implacable, tenacious in their duty to their comrades and the cause of victory. They command invisible force to shield their allies from harm, deflecting even the most formidable bombardment, or to slow the foe and hold them in place so that others might destroy them. Patient and determined warriors, many telekines are students of strategy as well as simple destruction and are considered among the more stable of their kind.

A Model with the Telekinesis Discipline gains the following benefits:

- The Shrouded (4+) Special Rule.
- The Force Barrier Psychic Reaction.
- The Immovable Force Psychic Weapon.
- The 'Telekine' Trait.

FORCE BARRIER

(Psychic Reaction, Blessing)

An invisible shield that no blast or beam can penetrate, by means of this power a telekine keeps their allies safe from harm and confounds the brute tactics of the foe.

This Power can be used in either the Shooting or Assault Phase and grants a Shrouded Damage Mitigation Test.

Trigger: The Reactive Player may choose to declare a Force Barrier Psychic Reaction in either the Assault Phase, at the start of Step 4 of the Charge Process, or in the Shooting Phase, at the start of Step 3 of a Shooting Attack made by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Force Barrier Psychic Reaction – this cost paid as soon as the declaration is made.

Focus: The Focus of this Psychic Reaction must be a Model with the Telekine Trait under the Reactive Player's control, and must be a part of the Unit targeted by the Charge or Shooting Attack that triggers this Psychic Reaction.

Target: The Target Unit must be the Unit that is the target of the Shooting Attack or Charge that triggered the Reaction.

Duration: If successfully Manifested, the effects of this Psychic Reaction last until the end of the Sub-Phase in which it was declared.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, then all Models in the Target Unit gain a 3+ Shrouded Damage Mitigation Test against any wounds inflicted during a Volley or Shooting Attack.
3. If the Manifestation Check fails then there is no further effect.

IMMOVABLE FORCE

(Psychic Weapon)

By force of will a telekine can bind the foe with invisible chains, leashing them to the spot and making them easy prey for allied guns.

R	FP	RS	AP	D	Special Rules	Traits
18	3	6	4	1	Pinning (2), Force (Firepower)	Ranged, Psychic

DIVINATION

By means of the fickle powers of the Warp, a Diviner parts the veil of time to glimpse what might be. By this power they guide their attacks and those of their allies, ensuring they strike home when and where they are most needed. Taciturn and secretive, diviners are obsessed with the consequences of each action, lest they taint the very future they seek to create. In battle they stalk key foes and critical struggles, seeking the perfect moment for them to change the flow of the battle at the point of a single well-placed blade or bolt.

A Model with the Divination Discipline gains the following benefits:

- The Duellist's Edge (2) Special Rule.
- The Every Strike Foreseen Gambit.
- The Foresight's Blessing Psychic Power.
- The 'Diviner' Trait.

Every Strike Foreseen – If this Gambit is selected, the Controlling Player must make a Willpower Check for the Model using this Gambit. If the Check is successful then in the Strike Step of the Challenge any Hit Tests made for this Model are successful on a result of 2+ regardless of the Weapon Skill Characteristics of the Models involved in the Challenge. If the Willpower Check is not successful then Hit Tests are made as normal. Note that this Willpower Check cannot inflict Perils of the Warp.

FORESIGHT'S BLESSING

(Psychic Power, Blessing)

In a glance, a diviner can sense where to direct fire to best harm the foe. It matters not if the foe hides, flees or stands defiant, for their future has already been decided.

This Power is used as part of a Shooting Attack to grant a Unit the Precision (5+) Special Rule.

Trigger: The Active Player may choose to Manifest the Foresight's Blessing Psychic Power in the Shooting Phase, at Step 4 of any Shooting Attack made by the Active Player.

Focus: The Focus of the Power must be a Model with the Diviner Trait under the Active Player's control, and must be either part of the Unit making the Shooting Attack or within 18" and with Line of Sight to one or more Models in that Unit.

Target: The Target Unit must be the Unit currently selected and in the process of making a Shooting Attack.

Duration: If successfully Manifested, the effects of this Psychic Power last until the end of the Shooting Attack being resolved.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, then all Models in the Target Unit gain the Precision (5+) Special Rule.
3. If the Manifestation Check fails then there is no further effect.

TELEPATHY

Telepaths are masters of the invisible realms of thought and emotion, and when they go to war no armour can stay their wrath. The foe's every flaw and fear is laid bare before them, to be exploited in combat in the cause of victory. In battle they deal not in blood and death, but in terror and confusion, controlling the enemy rather than simply slaughtering them. Telepaths are arrogant and domineering warriors, for there is no secret that can be hidden from them.

A Model with the Telepathy Discipline gains the following benefits:

- The Fear (1) Special Rule.
- The Mind-burst Psychic Power.
- The Cursed Whispers Psychic Weapon.
- The 'Telepath' Trait.

MIND-BURST

(Psychic Power, Curse)

Brute force stimulation of terror within the psyche of the foe can be more devastating than any artillery bombardment. By means of such tools does the telepath steer the foe to defeat.

This Power is used in the Movement Phase and can force the target to Fall Back or become Routed.

Trigger: The Active Player may choose to Manifest the Mind-burst Psychic Power in the Movement Phase, when selecting a Unit under their control that includes at least one Model with the Telepath Trait to move and before any move is made for that Unit.

Focus: The Focus of the Power must be a Model with the Telepath Trait that is part of the Unit that was selected to move.

Target: The Target Unit must be a Unit under the control of the Reactive Player with at least one Model within 18" of the Focus and with Line of Sight to the Focus. The target may not be a Unit that is Locked in Combat or otherwise ineligible to be the target of a Shooting Attack and may not include any Models with the Vehicle Type.

Duration: If successfully Manifested, the effects of this Psychic Power are resolved immediately.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, then all Statuses are removed from all Models in the Target Unit, and then the Target Unit must immediately make a Fall Back Move. Once that Fall Back Move has been resolved, a Leadership Check must be made for the Target Unit by its Controlling Player, this Check may not be modified by any effect or Special Rule. If the Leadership Check is successful, then there is no further effect, if it is unsuccessful then all Models in the Target Unit gain the Routed Status.
3. If the Manifestation Check fails then there is no further effect to the Target Unit.
4. Regardless of whether the Manifestation Check succeeds or fails, the Unit that includes the Focus of this Psychic Power may not make a move or Rush in this Movement Phase.

CURSED WHISPERS

(Psychic Weapon)

Subtle manipulation of the foe's fear can leave them confused and distracted, chasing ghosts even as the telepath's allies draw close.

R	FP	RS	AP	D	Special Rules	Traits
18	2D6	3	-	1	Stun (-)	Ranged, Psychic



THAUMATURGY

Thaumaturgy is the scholar's art, a discipline dedicated to understanding and calming the fury of the Warp. In battle, these warriors seek to restore that which the Warp has undone and to contain the worst excesses of its manifestations. Surpassing the stumbling skills of the surgeon, they can return the dead to life and banish the unnatural back to the depths of the Warp. Yet, these cautious warriors are ever mindful of the cost of any use of the ætheric powers at their command, and only set forth their true power when no other choice remains. Of all the clades of the Imperium's psykers, thaumaturges are the most knowledgeable, an obsession that in this Dark Age has seen them grow in importance.

A Model with the Thaumaturgy Discipline gains the following benefits:

- The Hatred (Psykers) Special Rule.
- The Resurrection Psychic Reaction.
- The Tranquillity Psychic Power.
- The 'Thaumaturge' Trait.

RESURRECTION

(Psychic Reaction, Blessing)

The ultimate art of the thaumaturge, and one they are loath to employ in any but the most dire of situations. Only at the very point of death can it be halted, and only with great risk can it be reversed. Thus, only the most valued warriors are deemed worthy of such an invidious salvation.

This Power can be used in the Shooting Phase and can return a single Casualty to the Unit with all Wounds restored.

Trigger: The Reactive Player may choose to declare a Resurrection Psychic Reaction in the Shooting Phase, at the start of Step 11 of any Shooting Attack made by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Resurrection Psychic Reaction – this cost paid as soon as the declaration is made.

Focus: The Focus of this Psychic Reaction must be a Model with the Thaumaturge Trait and under the Reactive Player's Control, and must be a part of the Unit targeted by the Shooting Attack that triggers this Psychic Reaction.

Target: The Target Unit must be the Unit that is the target of the Shooting Attack that triggered the Reaction.

Duration: If successfully Manifested, the effects of this Psychic Reaction are resolved immediately.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful then, before any Models in the Target Unit are Removed as Casualties, the Controlling Player of the Target Unit must select one Model being Removed as a Casualty and roll a Dice. If the Dice roll for the chosen Model is equal to or higher than a '4', then that Model is not Removed as a Casualty and is returned to play in Unit Coherency with its Unit and with its Wounds Characteristic set to its Base Value, as listed on that Model's profile. This Psychic Reaction has no effect on Models that do not have a Wounds Characteristic and if the result of the Manifestation Check causes Perils of the Warp, then this instance of Perils of the Warp is resolved after any Models are returned to the Unit.
3. If the Manifestation Check fails then there is no further effect.

TRANQUILLITY

(Psychic Power, Curse)

It takes a rare talent to seal the breaches in the Warp that other psykers create, yet on the battlefields of the Horus Heresy this can mean the difference between victory and defeat. For if the Warp is calmed, then the enemy's psykers find their power withered and lessened.

This Power is used in the Start Phase and makes it harder for the Target Unit to use Psychic Powers, Psychic Reactions or to attack with Psychic Weapons.

Trigger: The Active Player may choose to Manifest the Tranquillity Psychic Power in the Effects Sub-Phase of the Start Phase.

Focus: The Focus of the Power must be a Model with the Thaumaturge Trait and must be controlled by the Active Player.

Target: The Target Unit must be a Unit under the control of the Reactive Player with at least one Model within 18" of the Focus and with Line of Sight to the Focus. The Target Unit must include at least one Model with the Psyker Trait.

Duration: If successfully Manifested, the effects of this Psychic Power last until the start of the Active Player's next Turn as the Active Player.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, then all Models in the Target Unit suffer a penalty of -2 to their Willpower Characteristic when attempting to Manifest any Psychic Power or Psychic Reaction. If any Model in the Target Unit makes attacks with a Weapon that has the Psychic Trait, then the Strength Characteristic of all Hits inflicted is reduced by 1.
3. If the Manifestation Check fails then there is no further effect.



INDEX

A

Access Points.....	231
Advanced Reactions.....	207
Allegiance.....	279
Allied Detachments.....	281
Antigrav (Model Sub-Type).....	178
Apex Detachments.....	280
Arcs of Fire.....	218
Area Terrain.....	235
Armour (Front, Side, Rear).....	220
Armourbane (Special Rule).....	326
Armour Penetration (AP).....	172, 173
Armour Penetration Test.....	220
Armour Save (SAV).....	170, 198
Armour Tests.....	198
Assault Phase, the.....	252
Assault Vehicle (Special Rule).....	326
Attack Sub-Phase.....	247
Attacking Buildings.....	238
Attacking Multiple Target Units.....	217
Attacking Vehicles in Combat.....	222
attacks.....	192
Attacks (A).....	169
Attacks Modifier (AM).....	173
Auto-repair (X) (Special Rule).....	326
Automata (Model Type).....	175
Automatic Successes/Failures (The Rule of Doubles).....	189
Auxiliary Detachments.....	280

B

Ballistic Skill (BS).....	169
Barrage (X) (Special Rule).....	326
Basic Close Combat Weapons.....	264
Batch Rolling.....	189
Battlefield Roles.....	285
Battlefield Terrain.....	234
Battlements.....	238
Battlesmith (X) (Special Rule).....	326
Battle Weapons.....	218
Biomancy.....	341
Blast (X) (Special Rule).....	327
Breaching (X) (Special Rule).....	327
Buildings.....	237
Bulky (X) (Special Rule).....	328

C

Cavalry (Model Type).....	174
Centreline Mounted.....	219
Challenge Sub-Phase.....	256
Champion (Model Sub-Type).....	176
Characteristics.....	167
Characteristic Checks.....	189
Characteristic Tests.....	188
Characteristics and Modifiers.....	167
Characteristics that modify other Characteristics.....	173
Charge Procedure.....	253
Charge Sub-Phase.....	252
Charges and Statuses.....	253
Charging a Vehicle.....	222
Charging through Difficult Terrain.....	236
Checks.....	189
Co-axial (X) Mounted.....	219
Combat Air Patrol (Advanced Reaction).....	226
Combat Assignments.....	227
Combat Initiative (Challenge Sub-Phase).....	259
Combat Initiative (Fight Sub-Phase).....	264
Command (Model Sub-Type).....	176
Consolidate.....	273
Cool (CL).....	170
Core Disciplines.....	340
Core Gambits.....	258
Core Missions.....	303
Core Mission Primary Objectives.....	308
Core Mission Secondary Objectives.....	309
Take and Hold.....	313
The Crucible of War.....	312
The Heart of Battle.....	311
Core Reactions.....	206
Core Special Rules.....	325
Core Sub-Types.....	176
Core Types.....	174
Automata.....	175
Cavalry.....	174
Infantry.....	174
Paragon.....	175
Vehicle.....	216
Walker.....	174
Counter Offensive.....	310
Cover Save (COV).....	170
Cover Tests.....	198
Critical Hit (X) (Special Rule).....	328

D

D3 (The Three-sided Dice)	187
Damage (D)	172, 173
Damage Mitigation Tests	199
Dangerous Terrain	236
Dawn of War	305
Death or Glory (Advanced Reaction)	208
Declare Challenge Step	256
Deep Strike (Special Rule)	328
Defensive Weapons	218
Deflagrate (X) (Special Rule)	329
Detachment Types	280
Detonation (Special Rule)	329
Difficult Terrain	236
Disembarkation and Shooting or Charging	232
Disembarking	231
Disengage	273
Disgraced (Status)	257
Disordered Charge	254
Divination	344
Drop Mission	227
Duellist's Edge (X) (Special Rule)	329

E

Effects Sub-Phase, the	240
Embarking	231
Embarking, Disembarking and Reactions	232
Embarking and Disembarking	230
Embarking on Flyers in Aerial Reserves	225
Emergency Disembarkation	232
End Phase, the	274
Engaged	266
Entering Play from Reserves	242
Entering Reserves from the Battlefield	310
Eternal Warrior (Special Rule)	329
Evade (Advanced Reaction)	209
Expendable (X) (Special Rule)	329
Explodes (X) (Special Rule)	330
Extraction Mission	227

F

Face-off Step	257
Faction	279
Falling Back	246
Fast (X) (Special Rule)	330
Fear (X) (Special Rule)	330
Feel No Pain (X) (Special Rule)	330
Fight Sub-Phase	262
Firepower (FP)	172
Firing Arcs	218
Firing Protocols (X) (Special Rule)	331
First Strike (X)	309
Flyer Combat Assignments	224
Flyers	224
Focus Step	258
Force Organisation Chart	284
Force (X) (Special Rule)	331

G

Giant Killer (X)	309
Glancing Hits	221
Glory Step	260
Gun Down	273

H

Hammer and Anvil	305
Hatred (X) (Special Rule)	331
Heavy (Model Sub-Type)	177
Heavy (X) (Special Rule)	331
Heedless (Special Rule)	332
Heroic Intervention (Advanced Reaction)	210
Hit Tests	194
Hits	193
Hold	273
Hull (Arc)	218
Hull Points (HP)	170

I

Impact (X) (Special Rule)	332
Impassable Terrain	236
Initiative (I)	169
Initiative Modifier (IM)	173
Infantry (Model Type)	174
Infiltrate (X) (Special Rule)	332
Intelligence (IN)	170
Intercept (Advanced Reaction)	208
Invulnerable Save (INV)	170
Invulnerable Tests	199

J	
Joining and Leaving Units	180
Joining and Leaving Units in Reserves	181

L	
Last Man Standing (X)	309
Leadership (LD)	170
Leaving a Unit	180
Light (Model Sub-Type)	177
Light Transport (Special Rule)	332
Limited (X) (Special Rule)	333
Line (X) (Special Rule)	333
Line of Movement	245
Line of Sight	185
Lord of War Detachments	281

M	
Manifestation Check	213
Manifesting Psychic Blessings	213
Manifesting Psychic Curses	214
Maximum and Minimum Characteristic Values	168
Measuring	182
Measuring at an Angle	184
Melee Hit Tests	195
Melee Weapon Characteristics	173
Model Characteristics	169
Model Types	174
Modifiers and Saving Throws and AP	168
Modifiers for Tests and Checks	190
Modifying Individual Dice	190
Modifying Roll Totals	191
Modifying the Number of Dice Rolled	191
Morale Sub-Phase	251
Move Sub-Phase	243
Move Through Cover (Special Rule)	333
Moved vs Stationary	243
Movement (M)	169
Movement and Difficult Terrain	236
Movement Phase, the	242
Moving Through Other Units (Vehicles)	217
Moving Units	244

N	
Natural and Final Results	190
Nullify (Advanced Reaction)	209

O	
Officer of the Line (X) (Special Rule)	333
Open Terrain	235
Ordnance (X) (Special Rule)	333
Out of Coherency	180
Outflank (Special Rule)	334
Outside Support	259
Overwatch (Reaction)	207

P	
Panic	251
Panic (X) (Special Rule)	334
Paragon (Model Type)	175
Penetrating Hits	221
Perils of the Warp	214
Phage (X) (Special Rule)	334
Pile-in Moves	265
Pinned (Status)	202
Pinning (X) (Special Rule)	334
Pintle Mounted	219
Pistol (Special Rule)	335
Pivot	216
Placing Disembarked Models	232
Points Limit	278
Poisoned (X) (Special Rule)	335
Precision (X) (Special Rule)	335
Primary Detachments	280
Prime Slots	283
Psychic Abilities	211
Psychic Disciplines	340
Psychic Powers	212
Psychic Reactions	213
Psychic Weapons	212
Psyker	211
Pursue	273
Pyromancy	342



R

Range (R)	172
Ranged Hit Tests	194
Ranged Strength (RS)	172
Ranged Weapon Characteristics	172
Rapid (Vehicle Sub-Type)	223
Reaction Allotments	204
Reactions	204
Reaping Blow (X) (Special Rule)	336
Recording Distances	183
Removing Models as Casualties	199
Removing Flyers as Casualties	224
Removing Transports as Casualties	233
Removing Vehicles as Casualties	221
Rending (X) (Special Rule)	336
Repair Tests	216
Reposition (Reaction)	206
Reserves	310
Reserves Sub-Phase	242
Resolution Sub-Phase	271
Resolving an Initiative Step	266
Resolving Blessings and Curses	213
Resolving Damage (Models)	199
Resolving Damage (Vehicles)	221
Return Fire (Reaction)	206
Returning Challenge Participants	261
Rolling Dice	186
Rout Sub-Phase	246
Routed (Status)	203
Rules and Special Rules	165
Rush	246

S

Saving Throws	198
Scatter Dice	187
Search and Destroy	305
Seize the Initiative	310
Selecting Units for Detachments	282
Sergeant (Model Sub-Type)	177
Set-up Moves	253
Shock (X) (Special Rule)	336
Shooting Attacks	247
Shooting Phase, the	247
Shred (X) (Special Rule)	336
Shrouded (X) (Special Rule)	337
Skirmish (Model Sub-Type)	178
Skyfire (Special Rule)	337
Slay the Warlord (X)	309
Specialist (Model Sub-Type)	177
Splitting Strike Groups	268
Sponson Mounted	219
Stable (Vehicle Sub-Type)	223
Start Phase, the	240
Status	201
Statuses Sub-Phase, the	274
Strafing Run	228
Strength (S)	169
Strength Modifier (SM)	173
Strike Step	260
Strike Mission	228
Stun (X) (Special Rule)	337
Stunned (Status)	202
Sub-Types	176
Sudden Death	307
Super-heavy (Vehicle Sub-Type)	223
Support Unit (X) (Special Rule)	337
Suppressed (Status)	202
Suppressive (X) (Special Rule)	338

T

Tactical Statuses.....	201
Disgraced	257
Pinned	202
Routed	203
Stunned	202
Suppressed	202
Take and Hold	313
Telekinesis	343
Telepathy	345
Template (Special Rule).....	338
Templates & Blast Markers.....	184
Terrain	234
Tests	188
Thaumaturgy	346
The Attack Process (The Logic of Combat)	192
The Crucible of War	312
The Heart of Battle	311
The Player Turn	240
The Turn Sequence	240
Toughness (T)	169
Traits	173
Transport Capacity	171
Transport (Vehicle Sub-Type)	178
Transports	230
Turret Mounted	219
Types	174

U

Unique (Model Sub-Type).....	176
Unit Coherency	180
Units	179
Units of Different Factions or Allegiance.....	181

V

Vanguard (X) (Special Rule)	339
Variable Special Rules.....	325
Vehicles	216
Vehicle Characteristics.....	171
Vehicle Damage Table, the	221
Vehicle Firing Arcs and Weapon Mounts	218
Vehicle Sub-Types.....	223
Vehicles and Damage	220
Vehicles and Saving Throws	216
Vehicles and Tactical Statuses	216
Vehicles and Template and Blast Weapons	220
Vehicles and Template and Blast Weapons	220
Vehicles and Terrain.....	217
Vehicles and Units	216
Vehicles in the Assault Phase	222
Vehicles in the Movement Phase	216
Vehicles in the Shooting Phase.....	217
Victory Sub-Phase, the	274
Volley Attacks	254

W

Walker (Model Type)	174
Wargear Characteristics.....	172
Warlord Detachments.....	281
Weapon Mounts.....	219
Weapon Skill (WS)	169
Weapons with Multiple Characteristic Profiles	172
Willpower (WP).....	170
Wound Tests	197
wounds	196
Wounds (W)	170
Wrecked Vehicles	221









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